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FORGOTTEN REALMS®

NEVERWINTER NIGHTS™ 2

OFFICIAL STRATEGY GUIDE

COVERS WINDOWS® 2000 / XP / VISTA

BASED ON A GAME RATED BY THE ESRB TEEN T

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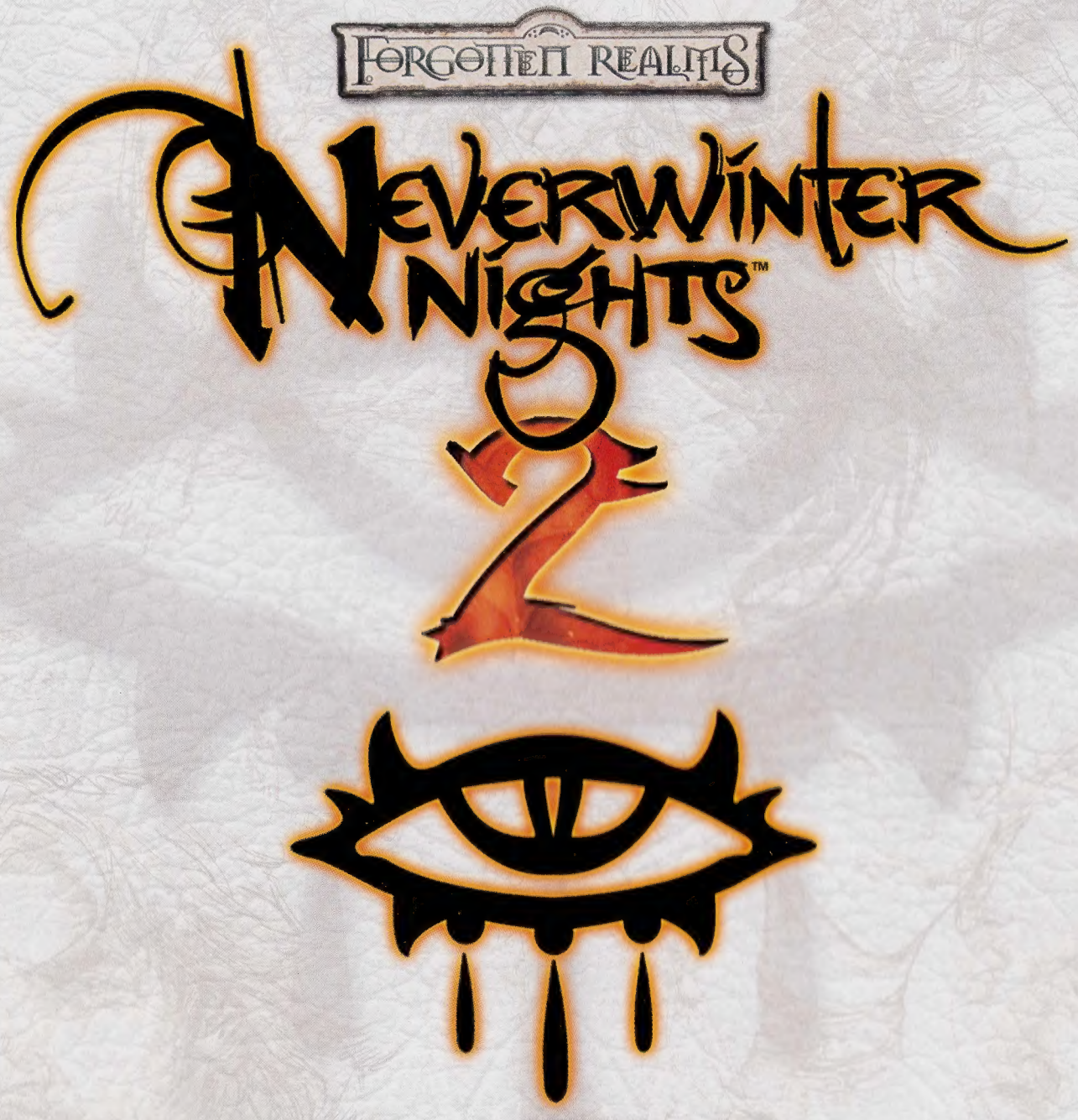
FORGOTTEN REALMS
NEVERWINTER NIGHTS™
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Dwarf

Background

Hardy and resilient, dwarves live deep within the mountains in mysterious kingdoms. These secretive creatures, who are widely respected as stone, metal and gem craftsmen, can endure great physical and magical attack. Their strong constitutions make them excellent in warfare. Dwarves are typically lawful with the inclination for good and known for being a noble and just race. While their suspicious and less-than-charismatic personalities may prohibit them from being great paladins or wizards, this characteristic caution paired with their expertise in combat make them superior fighters. In NWN2 there are three dwarven subraces you may choose from, as listed below.

Shield Dwarf

The dwarven kingdoms of long ago became locked in eternal wars with goblin-kind and other dwellers in the Underdark. One by one the dwarven empires of the north failed, leaving only scattered survivors in the mountains or unconquered sections of the Underdark. The clans that survived these battles are the shield dwarves, and they are the most common type of dwarf seen throughout the Realms.

Racial Traits

SHIELD DWARF AT A GLANCE:
Ability Adjustments: +2 Constitution, −2 Charisma.
Favored Classs: Fighter

Medium: As Medium creatures, Shield Dwarves have no special bonuses or penalties due to their size.

Darkvision: Shield Dwarves can see in the dark up to 60 feet. Darkvision is like normal sight. Dwarves can function just fine with no light at all.

Weapon Familiarity: Shield Dwarves may treat dwarven waraxes as martial weapons, rather than exotic weapons.

Bonuses:

- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 dodge bonus to Armor Class against monsters of the giant type (such ogres, trolls, and hill giants). Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when

Shield Dwarf

it's caught flat-footed, it loses its dodge bonus as well.

- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins and bugbears).

GOLD DWARF

Gold Dwarves are fiercely proud, bordering on arrogant. Because they tend to be less suspicious and isolated than other dwarven subraces, they engage in lucrative trading which has greatly increased their society's wealth and power. Gold Dwarves also serve as honest and straightforward fighters.

Racial Traits

GOLD DWARF AT A GLANCE:
Ability Adjustments: +2 Constitution, −2 Dexterity.
Favored Classs: Fighter

Medium: As Medium creatures, Gold Dwarves have no special bonuses or penalties due to their size.

Darkvision: Gold Dwarves can see in the dark up to 60 feet. Darkvision is like normal sight. Dwarves can function just fine with no light at all.

Weapon Familiarity: Dwarves may treat dwarven waraxes as martial weapons, rather than exotic weapons.

Bonuses

- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 dodge bonus to Armor Class against monsters of the giant type (such ogres, trolls, and hill giants). Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus as well.
- +1 racial bonus on attack rolls against aberrations.

GRAY DWARF (Duergar)

Also known as Duergar, Gray Dwarves lack the loyalty and honor that are typically associated with the dwarven race. These evil beings frequently war with other dwarven subraces, even forging alliances with other subterranean beings in battles against their own race. Gray Dwarves possess even less Charisma that the other dwarves (who knew that was possible), but what they lose

Gold Dwarf

in charm, they make up for in stealth and in their immunity to phantasms, poison and paralysis. In an effort to blend in with their stone surroundings, their dress is always dull, even their jewelry. On a side note, not only are they dismal and evil, most of them are bald, and yes, that includes the females.

Racial Traits

GRAY DWARF AT A GLANCE:
Ability Adjustments: +2 Constitution, −4 Charisma.
Favored Class: Fighter

Level Adjustment: Duergar have +1 level adjustment, meaning they are more powerful than standard races. Characters of this race are 1 level lower than their standard race counterparts. Story and quest XP rewards are not affected by their level adjustment.

Medium: As Medium creatures, Duergar have no special bonuses or penalties due to their size.

Darkvision: Duergar can see in the dark up to 120 feet (twice as far as Gold or Shield Dwarves).

Weapon Familiarity: Duergar may treat dwarven waraxes as martial weapons, rather than exotic weapons.

Light Sensitivity: Duergar suffer -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a daylight spell.

Bonuses: *Immunity* to paralysis, phantasms and magic or alchemical poisons (but not normal poisons). This ability replaces the standard Hardiness vs. Poison ability other dwarves receive.

- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 dodge bonus to Armor Class against monsters of the giant type (such ogres, trolls, and hill giants). Any time a creature loses its *Dexterity* bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus as well.
- +4 racial bonus on *Move Silently* checks.
- +1 racial bonus on *listen* and *spot* checks.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins and bugbears).

Spell-Like Abilities:

- *Invisibility* (1/day) as wizard twice the Duergar's level (minimum 3rd level).
- *Enlarge* (1/day) as wizard twice the Duergar's level (minimum 3rd level).

Gray Dwarf

Elf

Background

Elves are graceful, aloof creatures that dwell in well-hidden woodland villages. Famed for their art, elves are also guardians of the forest and adept at battle strategy, swordplay and archery. In a fight, since they tend to be frail, elves are cautious and analytical, preferring to fire from under cover. If forced into melee, elves use their grace as a deadly attribute, revealing beautiful yet lethal maneuvers. While elves make formidable fighters, most naturally favor wizardry. Also, elves tend to be chaotic but generally in a benevolent way.

Drow

Drow are a wicked elven subrace. These corrupt beings live underground, shunned by their benevolent counterparts. Their black skin resembles gleaming obsidian, their hair is shockingly white, and their eyes are often a glowing red. Drow usually dip their arrow tips in deadly venom. Their society is matriarchal and is controlled by an ironhanded priesthood which serves the spider goddess Lolth. Female drow prefer service as a cleric rather than a wizard.

Racial Traits

DROW AT A GLANCE:	
Ability Adjustments:	+2 Dexterity, −2 Constitution, +2 Intelligence, −2 Charisma.
Favored Classs:	Wizard

Level Adjustment: Drow have +2 level adjustment, meaning they are more powerful than standard races. Characters of this race are 2 levels lower than their standard race counterparts. Story and quest XP rewards are not affected by their level adjustment.

Medium: As Medium creatures, Drow have no special bonuses or penalties due to their size.

Weapon Proficiency: Drow receive the *Martial Weapon Proficiency* feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

Darkvision: Drow can see in the dark up to 120 feet. This replaces the low-light vision ability that most elves receive.

Light Sensitivity: Drow suffer -2 circumstance penalty to attack rolls, saves and checks in bright sunlight or within the radius of a daylight spell.

Bonuses: *Immunity* to all magic sleep effects and a +2 saving throw bonus against enchantment spells or effects.

- *Spell resistance* of 11 + character level.
- +2 racial bonus on *Will* saves against spells and spell-like abilities.

Drow

MOON ELF

Moon elves have a reputation for being haughty because they tend to be extremely reclusive, permitting few to enter their remote mountain citadels. However, moon elves generally tolerate humans more than the other elven subraces. In fact, most adventuring elves and half-elves descend from moon elves.

Racial Traits

MOON ELF AT A GLANCE:
Ability Adjustments: +2 Intellignece, −2 Constitution
Favored Classs: Wizard

Medium: As Medium creatures, moon elves have no special bonuses or penalties due to their size.

Weapon Proficiency: Moon elves receive the *Martial Weapon Proficiency* feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

Low-Light Vision: Moon elves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions or poor illumination. They retain the ability to distinguish color and detail under these conditions.

Bonuses: *Immunity* to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

- +2 racial bonus on *Listen*, *Search* and *Spot* checks. Any moon elf who merely passes within five feet of a secret or concealed door is entitled to a *Search* check to notice it as if they were actively looking for it.

SUN ELF

Sun elves are the most common type of elven subrace. They spend their long lives learning the arts, swordplay and magic. They have bronze skin, copper, black or blonde hair, and golden, silver or black eyes. They wear colorful clothing camouflaged by a green and gray coat.

Racial Traits

SUN ELF AT A GLANCE:
Ability Adjustments: +2 Intellignece, −2 Constitution
Favored Classs: Wizard

Medium: As Medium creatures, sun elves have no special bonuses or penalties due to their size.

Weapon Proficiency: Sun elves receive the *Martial Weapon Proficiency* feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

Moon Elf

Low-Light Vision: Sun elves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions or poor illumination. They retain the ability to distinguish color and detail under these conditions.

Bonuses: *Immunity* to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

- +2 racial bonus on *Listen*, *Search* and *Spot* checks. Any sun elf who merely passes within five feet of a secret or concealed door is entitled to a Search check to notice it as if they were actively looking for it.

WOOD ELF

Stronger than other elves, wood elves live deep within primordial forests. Reclusive and distrustful of non-elves (especially humans), wood elves are copperish colored and wear clothing of dark green and earth tones. Due to wood elves' primitive upbringing, they are rarely proficient at wizardry. Instead, wood elves effectively use their extra brawn as outstanding rangers.

Racial Traits

Ability Adjustments:	+2 Strength, +2 Dexterity, −2 Constitution, −2 Intelligence.
Favored Classs:	Ranger

Medium: As Medium creatures, wood elves have no special bonuses or penalties due to their size.

Weapon Proficiency: Wood elves receive the *Martial Weapon Proficiency* feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

Low-Light Vision: Wood elves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions or poor illumination. They retain the ability to distinguish color and detail under these conditions.

Bonuses: *Immunity* to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

- +2 racial bonus on *Listen*, *Search* and *Spot* checks. Any wood elf who merely passes within five feet of a secret or concealed door is entitled to a *Search* check to notice it as if they were actively looking for it.

Gnome

Background

Gnomes are tough little creatures, but they lack the brute strength of the larger races. Given their diminutive size (about half that of a human), gnomes prefer to rely on tricks during combat. Rather than directly confront their foes, they try to confuse them through ambush, misdirection and carefully arranged traps. This penchant for deception is not only characteristic of their battle strategy. Gnomes enjoy trickery all the time and are never happier than when playing pranks. They are also a curious bunch and love to learn through personal experience. While this curiosity can sometimes get them into trouble, it is also the reason why they make such fantastic, and sought after, inventors, engineers, technicians and alchemists.

ROCK GNOME

Rock gnomes, the most common variety, have fair hair, skin that ranges from dark tan to woody brown and eyes that can be any shade of blue. They dwell in warm, well-lit burrows below rolling, tree-covered hills. For protection, these burrows are disguised by illusions and ingenious construction. Although these gnomes live underground, they spend a good deal of their time on the surface, getting more fresh air than deep gnomes or their dwarven allies.

As a favored class, rock gnomes typically serve best as bards. In terms of alignment, they are primarily good-hearted and benevolent. The lawful ones tend to be sages, engineers, researchers, scholars, investigators or consultants. The more chaotic ones are minstrels, tricksters, wanderers or fanciful jewelers. Of course, there are a few evil ones, but they are extraordinarily rare and even then not very frightening.

Racial Traits

Ability Adjustments: +2 Constitution, −2 Strength.
Favored Classs: Bard

Small: As small creatures, rock gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 size bonus on *Hide* checks.

Low-Light Vision: Rock gnomes can see twice as far as a human in starlight, moonlight, torchlight and similar conditions or poor illumination. They retain the ability to distinguish color and detail under these conditions.

Bonuses

- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins and bugbears).
- +2 racial bonus on *Craft Alchemy* checks
- +2 racial bonus on *Listen* checks
- +2 racial bonus on saving throws against illusions.
- +1 to the *Difficulty Class* for all saving throws against illusion spells.

Rock Gnome

DEEP GNOME (Svirfneblin)

Also called svirfneblin, deep gnomes live in vast cities in the depths of the underground. They are highly secretive about the exact locations of their cities in order to protect them from deadly enemies such as drow, kuo-toa and mind flayers. Deep gnomes have wiry and twisted physiques, rock-colored skin and large gray eyes. The males are bald, and the females have stringy gray hair. Deep gnomes have much less charisma than rock gnomes, but they make up for their loss in dexterity and wisdom gains. Typically, they serve best as rogues.

Racial Traits

Ability Adjustments: −2 Strength, +2 Dexterity, +2 Wisdom, −4 Charisma.
Favored Class: Wizard

Level Adjustment: Svirfneblin have +3 level adjustment, meaning they are more powerful than standard races. Characters of this race are 3 levels lower than their standard race counterparts. Story and quest XP rewards are not affected by the level adjustment.

Small: As small creatures, svirfneblins gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 size bonus on *Hide* checks.

Darkvision: Svirfneblin can see in the dark up to 120 feet.

Slippery Defense: Svirfneblin are adept at evading blows and receive a +4 dodge bonus to their AC against all opponents.

Bonuses:

- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins and bugbears).
- +2 racial bonus on *Craft Alchemy* checks
- +2 racial bonus on *Listen* checks
- +1 to the *Difficulty Class* for all saving throws against illusion spells.
- Spell resistance of 11 + character level.

Spell-Like Abilities:

- *Blindness* (1/day) as a sorcerer of equal level.
- *Entropic Shield* (1/day) as a sorcerer of equal level.
- *Invisibility* (1/day) as a sorcerer of equal level.

Deep Gnome

Half-Elf

Background

Half-elves are the offspring of an elf and a human. Like their human parents, they possess energy, curiosity, ambition and inventiveness. Their elven heritage endows them with grace, an artistic disposition, a respect for nature and keen senses. To elves (who call them half-humans), half-elves look like humans, and to humans, they look like elves. They tend to be taller than elves but shorter than humans. Although they are paler, smoother-skinned, and generally fairer than their human parents, their hair color, skin tone and other features are just as diverse as those of the human race. Their eyes are the exception; most half-elves have the green eyes of their elven parent.

Because humans age so much faster than elves, their unions are short-lived. Their children may be raised in either human or elven societies but rarely feel completely comfortable in either one. Those raised by elves have difficulty due to their relatively swift maturation. While elves do not reach adulthood until they are over one hundred years old, half-elves may reach maturity in as little as twenty. This does not give them time to learn the complexities of elven culture and art, and although they learn to speak elven better than any other nonelven race, they lack the fluidity of their elven relatives. Typically, after outgrowing childhood friends, a half-elf will leave elven society and begin a new life among humans. Even though most half-elves eventually dwell in human lands, those raised by humans still feel out of place. Half-elf children mature more slowly than their human equivalents. They are more reserved, more sensitive, and less ambitious. Half-elves ordinarily try to find their place in human society, but many spend their whole lives feeling like an outsider.

Like their elven parents, half-elves value creativity and freedom and therefore lean toward chaos. They have difficulty following rules, grow irritated by authority and may be undependable or unpredictable. Unlike elves, who tend to be benevolent, half-elves do not favor a neutrality, and like humans, have similar numbers of good and evil. Their inherited human adaptability also means that they will perform well in any class.

Racial Traits

Ability Adjustments: None
Favored Classs: Any

Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.

Low-Light Vision: Half-elves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions or poor illumination. They retain the ability to distinguish color and detail under these conditions.

Bonuses: *Immunity* to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

- +1 racial bonus on *Listen*, *Search* and *Spot* checks.
- +2 racial bonus on *Diplomacy* and *Bluff* checks.

Half-Elf

Half-Orc

Background

An ill-humored and surly crossbreed, half-orcs come from orc and human parentage. They are born in the remote frontiers where fierce bands of orcs and humans exist in a precarious relationship, alternately engaging in battle and trade. The coexistence of these two barbarian tribes sometimes leads to the begetting of a half-orc child. Although these children may be raised by either parent, due to their existence in the wild frontiers, they gain exposure to both human and orc society. Sometimes half-orcs choose to leave the wilderness for civilized human society; however, most tend to dwell in the distant orc-infested lands.

Half-orcs cannot exactly disguise their orc heritage, which manifests itself in their grayish coloration, prominent teeth, sloping foreheads, protruding jaws, and coarse body hair. Not exactly the most artistic or refined of races, they delight in simple enjoyments such as gorging themselves with food and drink, boasting, loud singing, wild dancing and wrestling. Half-orcs are impetuous creatures, quick to fight and slow to think. While living in the wilderness, they rely on their strength, courage, combat skills and perseverance to survive. However, the most successful half-orcs are the ones that learn to control their belligerent ways and to exist peaceably in civilized human society.

While half-orcs inherit a chaotic bent from their orc parent, they are not necessarily evil creatures. In fact, orcs are pretty evenly distributed in both good and evil alignments. Half-orcs that grew up among orcs and who elect to spend the entirety of their lives in orc society tend to be the evil contingent. Even if they are not evil, half-orcs have difficulty getting along with other races due to a fairly universal distrust of orcs. A small number demonstrate their goodness as publicly as possible while some tend to be quiet and aloof to avoid unnecessary attention. Others try to appear as rough and dangerous as possible in order to scare other races into acceptance. Because of their ferocity, strength and lack of intellect and charisma, orcs tend to be barbarians.

Darkvision: Half-orcs can see in the dark up to 60 feet. *Darkvision* is like normal sight. Half-orcs can function just fine with no light at all.

Half-Orc

Racial Traits

Ability Adjustments:	+2 Strength, −2 Intelligence, −2 Charisma.
Favored Class:	Barbarian

Halfling

Background

Halflings are a cunning and innovative race. Blessed with neither muscle nor a hardy constitution, halflings must rely on their stealth, dexterity and wit for survival. Rather than waiting for opportunity to fall in their laps, they are frequently nomadic, traveling alone or in bands and constantly looking for chances to make themselves useful. These wandering opportunists are quite good at getting along with other races and even better at taking advantage of their surrounding circumstances.

These curious creatures tend to work well with other races, but in their social relationships, they typically choose to remain amongst their own. Although they have no lands of their own, when living in other societies (most frequently human or dwarven), they form tight-knit communities. Sometimes they settle in isolated areas and set up self-reliant villages. However, halflings rarely stay in one place for too long. Their communities are known for their willingness to relocate all together to another more opportunity-filled location.

In combat, halflings fight similarly to elves. They rarely initiate offensive attacks; instead launching long range attacks from hiding. Since halflings lack the mobility and martial skills of elves, they focus on remaining concealed and undiscovered. Yet they can be quite daring if the situation calls for it.

Halflings are torn between lawful and chaotic characteristics. While they are undisturbed by circumstantial change (chaotic), they do depend on certain abstract constants such as clan ties and personal honor (lawful). So it's basically a wash, and halflings tend to be neutral. Depending on their clan, halflings can be dependable hard-workers, or they might be deceitful thieves who may sneak away at any moment. Because of their agility and stealth, halflings make excellent rogues.

LIGHTFOOT HALFLING

Lightfoot halflings, the most common variety, are normally around three feet tall and between 30 and 35 pounds. They have ruddy skin, brown or black eyes and straight, black hair. The men often have long sideburns, but beards and mustaches are extremely rare.

Racial Traits

Ability Adjustments: +2 Dexterity, −2 Strength.
Favored Classs: Rogue

Small: As small creatures, lightfoot halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 size bonus on *Hide* checks.

Lightfoot Halfling

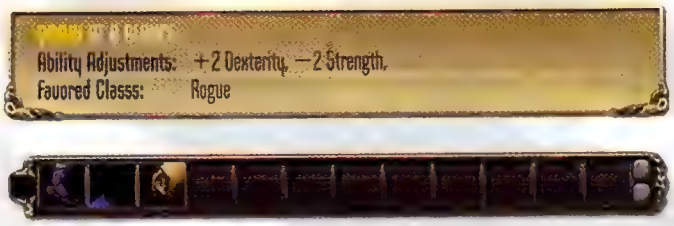
Bonuses:

- +2 racial bonus on *Move Silently* checks.
- +2 morale bonus on saving throws against fear.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on *Listen* checks.
- +1 racial bonus on all saving throws.

STRONGHEART HALFLING

More orderly and industrious than lightfoots, strongharts build their villages to last and fiercely defend their homelands against threats that their lightfoot kin would simply run away from. Athletic and dexterous, strongharts enjoy physical contests and value exceptional skills of all kinds.

Racial Traits



Small: As small creatures, strongheart halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 size bonus on *Hide* checks.

Quick to Master: One extra feat at first level.

Bonuses

- +2 racial bonus on *Move Silently* checks.
- +2 morale bonus on saving throws against fear.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on *Listen* checks.

Strongheart Halfling

Human

Background

Humans are known for their adaptability. As the most versatile race, humans are suitable for any class. They will serve well as a brave fighter, a powerful wizard or a stealthy rogue. Similarly, humans do not favor any certain alignment. This does not mean that they have a tendency toward neutrality, just that they fall as easily into the category of lawful good as they do chaotic evil. Humans are also the most ambitious race. Thanks to this desire for success, their flexibility and their innately courageous spirit, humans rarely miss an opportunity to gain power, money or prestige.

Within the human race, there is much political, religious, physical and cultural diversity. They can be civilized or primitive. Some are delicate and others are robust. Skin shades can be anything from very fair to almost black. Their hair color ranges from black to blond and can be straight, curly, or kinky, and the male humans' facial hair can be sparse, thick, or somewhere in between. In their dress, humans frequently enjoy wearing unconventional clothing and hairstyles and often display tattoos and piercings. Humans do not worship a central god, and while some lead lives of irreverence, others devote their years to prayer. Humans owe their diversity to short life spans (rarely over 100 years) and their innate love for adventure, travel and migration.

In their relations with one another and with other races, humans are a social bunch. Many human ancestries include blood from different races such as elf or orc, and human lands often provide a home to many foreign races. While humans speak Common, they frequently learn other languages and enjoy peppering their native tongue with foreign phrases, such as orc curses, dwarven military terms, or elven musical expressions. This gregariousness toward other races is frequently reflected in their professions as many serve as diplomats, merchants and ambassadors.

Although longer-living races find humans to be daring and exciting, they are often confused or wearied by the ever-changing human societies. Because humans have such relatively short lives, new leaders, ideas, innovations, and traditions are continually emerging. Human institutions change much more quickly than those of other races. Just as individual humans demonstrate adaptability and opportunism so does the entirety of human society.

Racial Traits

Ability Adjustments: None
Favored Classs: Any

Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.

Quick to Master: One extra feat at first level.

Skilled: Four extra skill points at first level plus one additional skill point at each following level.

Background

Planetouched are beings whose lineage can be traced back to a being from an outside realm. Typically, these individuals have traces of celestial or fiendish blood that have been in their families for generations. The most common types are Aasimars, humans with a celestial ancestor, and Tieflings, those with some fiendish blood. Unlike other races, Aasimars and Tieflings lack a common culture. Instead, these planetouched assimilate themselves into existing human societies or live as loners or outcasts.

AASIMAR

Typically tall, handsome, and affable, Aasimars resemble beautiful human beings. They can usually be identified by their serene, peaceful faces which glow from an inner radiance. Some possess obviously celestial characteristics such as silver hair, golden eyes or an unnaturally intense gaze. Most are good-aligned and devote their lives to the fight against evil and to convincing others to choose the virtuous path. This dedication to goodness combined with their high Wisdom and Charisma stats make Aasimars perfect as paladins.

In battle, they prefer fair and forthright combat. Nonetheless, if they face an exceptional evil, Aasimars will let nothing short of death stop them from defeating their adversary. The more fanatical live an isolated existence of purity and devotion to righteousness. Less fervent Aasimars blend well into human society, although seldom occupying positions of power.

Racial Traits

AASIMAR AS A CLASS:
Ability Adjustments: +2 Wisdom, +2 Charisma,
Favored Classs: Paladin

Level Adjustment: Aasimars have +1 level adjustment, meaning they are more powerful than standard races. Characters of this race are 1 level lower than their standard race counterparts. . Story and quest XP rewards are not affected by their level adjustment.

Medium: As Medium creatures, Aasimars have no special bonuses or penalties due to their size.

Darkvision: Aasimars can see in the dark up to 60 feet.

Bonuses:
- +5 to acid, cold and electricity resistance
- +2 to listen and spot checks

Spell-Like Abilities:
- *Light* (1/day) as a sorcerer of equal level.

Aasimar

TIEFLING

Like their celestial counterparts, Tieflings can look very much like normal humans. While some have small horns on their foreheads, pointed teeth, red eyes, the smell of brimstone or cloven feet, others are physically identical to humans. However, a wicked gleam in their eyes and a disturbing demeanor give away even the most human-like of Tieflings. Few overcome (or even try to overcome) their fiendish nature and most follow their innate inclinations toward evil doing. Although Tieflings frequently exist within human societies, they tend to keep low profiles, serving as thieves, assassins and spies.

For the most part, Tieflings avoid straightforward confrontations and deception is more their style. They rarely strike from the open, instead relying on stealth and ambush. Their inherent sneakiness and subtlety make them tricky and effective rogues.

Racial Traits

Ability Adjustments: +2 Dexterity, +2 Intelligence, −2 Charisma
Favored Class: Rogue

Level Adjustment: Tieflings have +1 level adjustment, meaning they are more powerful than standard races. Characters of this race are 1 level lower than their standard race counterparts. Story and quest XP rewards are not affected by their level adjustment.

Medium: As Medium creatures, Tieflings have no special bonuses or penalties due to their size.

Darkvision: Tieflings can see in the dark up to 60 feet.

Bonuses:
- +5 to cold, fire and electricity resistance
- +2 to bluff and hide checks

Spell-Like Abilities:
- *Darkness* (1/day) as a sorcerer of equal level.

Tiefling

Barbarian

Background

From the frozen waste of the north and the hellish jungles of the south come brave and even reckless warriors. Civilized people call them barbarians or berserkers and suspect them of mayhem, impiety and atrocities. These barbarians, however, have proven their mettle and their value to those who would be their allies. To enemies who underestimated them, they have proved their cunning, resourcefulness, persistence and mercilessness.

The barbarian is an excellent warrior. Where the fighter's skill in combat comes from training and discipline, however, the barbarian has a powerful rage. While in the berserk fury, he becomes stronger and tougher, better able to defeat his foes and withstand their attacks. These rages leave him winded and he has the energy for only a few such spectacular displays per day, but those few rages are usually sufficient. He is at home in the wild and he runs at great speed.

Barbarian

CLASS STATISTICS

Key Abilities:	Strength, Constitution
HP @ Level-Up:	12
Alignment:	Any nonlawful
Base Attack Bonus:	High
High Saves:	Fortitude
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Shields (no Tower Shields)
Skill Points @ 1st Level:	(4 1 Int modifier) x 4
Skill Points @ Level-Up:	4 1 Int modifier
Class Skills:	Craft Armor, Craft Trap, Craft Weapon, Intimidate, Listen, Parry, Survival, Taunt
Spellcasting:	None

CLASS FEATURES

Rage: A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus on Will saves, but he takes a -2 AC penalty. Rage lasts for (3 + Constitution bonus) rounds. After rage expires, the barbarian is tired and suffers -2 Strength and -2 Dexterity for five rounds.

Uncanny Dodge: At 2nd level, a barbarian gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC is he is immobilized.

Trap Sense: Starting at 3rd level, a barbarian has an intuitive

sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three levels thereafter (6th, 9th, 12th, 15th and 18th level).

Damage Reduction: At 7th level, a barbarian gains the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three levels thereafter (13th, 16th and 19th level) this damage reduction rises by one point.

Greater Rage: At 11th level, the bonuses to Strength and Constitution during one's rage increase to +6, and the morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Indomitable Will: While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resists mind-affecting spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Tireless Rage: When a barbarian reaches 17th level, he no longer gets fatigued from using rage and can ignore the -2 penalty to Strength and Dexterity.

Mighty Rage: At 20th level, a barbarian's bonuses to Strength and Constitution during his rage increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains -2.

GAMEPLAY COMMENTARY

Barbarians are powerful offensive warriors with a multitude of useful class features available even at lower levels. There is no one correct way to build a barbarian effectively for NWN2, but several depending on your style of play. You can go the typical route and play a half-orc or dwarven barbarian with high Con and Str ability scores to take full advantage of the HP gains at level up along with the extended periods of Rage. Combine this extended Rage with the helpful Damage Reduction and Uncanny Dodge and you end up with an absolute offensive and defensive powerhouse. Although they're stuck with Light or Medium Armor as a base, you can always grab the Heavy Armor feat sometime early (at 3rd or 6th level, for instance) to counter this limitation.

If you're looking for something different, though, you can opt for a high base Int to build up a plethora of skills much earlier than a standard barbarian. With a value of 16 Int (as an example), you'd end up with a whopping 95 skill points to spend by the time you're level 10. If you're human, add another 10 for a total of 105. That's a lot of bonus skill points versus a standard human fighter.

MULTICLASS & PRESTIGE CLASS TIPS

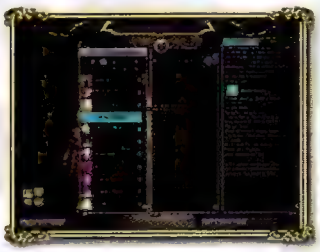
Barbarians multiclass well with fighters and rangers. Looking farther down the line you'll see that barbarians are perfect candidates for becoming frenzied berserkers. They also make solid blackguards, weapon masters and dwarven defenders. Check the prestige classes to make sure you select the proper prerequisites if you plan on specializing.

Bard

Background

It is said that music has a special magic, and the bard proves that saying true. Wandering across the land, gathering lore, telling stories, working magic with his music, and living on the gratitude of his audience—such is the life of a bard. When chance or opportunity draws them into a conflict, bards serve as diplomats, negotiators, messengers, scouts and spies.

A bard's magic comes from the heart. If his heart is good, a bard brings hope and courage to the downtrodden and uses his tricks, music, and magic to thwart the schemes of evildoers. If the nobles of the land are corrupt, the good bard is an enemy of the state, cunningly evading capture and raising the spirits of the oppressed. But music can spring from an evil heart as well. Evil bards forego blatant violence in favor of manipulation, holding sway over the hearts and minds of others and taking what enraptured audiences "willingly" give.



Class Statistics

Key Abilities:	Charisma, Dexterity
HP @ Level-Up:	6
Alignment:	Any nonlawful
Base Attack Bonus:	Medium
High Saves:	Reflex, Will
Weapon Proficiencies:	Simple Weapons, Longsword, Rapier, Short Sword, Shortbow
Armor Proficiencies:	Light Armor, Shields (no Tower Shields)
Skill Points @ 1st Level:	(6 + Int Modifier) x 4
Skill Points @ Level-Up:	6 + Int Modifier
Class Skills:	Appraise, Bluff, Concentration, Craft Alchemy, Craft Armor, Craft Trap, Craft Weapon, Diplomacy, Hide, Listen, Lore, Move Silently, Parry, Perform, Sleight of Hand, Spellcraft, Taunt, Tumble, Use Magic Device
Spellcasting:	Arcane

Spell List

0-Level

- **Cure Minor Wounds:** Heals target 4 hit points.
- **Daze:** Weak enemy is dazed.
- **Flare:** Dazzles one creature (-1 to hit).
- **Light:** Creates small light source.
- **Resistance:** Grants target +1 to saves.

1st-Level

- **Amplify:** Listen checks much easier in area.
- **Balagarn's Iron Horn:** Knocks creatures prone.
- **Cause Fear:** Causes fear in a weak creature.
- **Charm Person:** Befriends one person.
- **Cure Light Wounds** Heals target 1d8 +1/level hit points.

Bard

Expeditious Retreat: Caster's speed increases by 150%.

Grease: Slows or knocks down opponents.

Identify: Greatly improves Lore skill checks.

Joyful Noise: Ends any silence effect on party.

Lesser Dispel: Ends weak magic effects.

Remove Fear: Ends fear effects on target.

Sleep: Weaker creatures fall asleep.

Summon Creature I: Summons an appropriate creature.

Tasha's Hideous Laughter: Target laughs hysterically, unable to defend itself.

2ND-LEVEL

Blindness/Deafness: Target is struck blind and deaf.

Bull's Strength: Grants target +4 Str.

Cat's Grace: Grants target +4 Dex.

Clarity: Dispels and protects against sleep, confusion, stun, and charm.

Cloud of Bewilderment: Enemies are stunned and blinded 1d6 rounds.

Cure Moderate Wounds: Heals target 2d8 +1/ level hit points.

Darkness: Shrouds creatures in darkness.

Eagle's Splendor: Grants target +4 Cha.

Fox's Cunning: Grants target +4 Int.

Ghostly Visage: 10/+2 damage reduction; immune to 0-level and 1st-level spells.

Heroism: Grants target +2 to hit and +2 on saves and skill checks.

Hold Person: Paralyzes target humanoid.

Invisibility: Target is invisible until it attacks or casts a spell.

Mirror Image: Creates 1d4 + 1/level images of caster that act as decoys.

Owl's Wisdom: Grants target +4 Wis.

Rage: Party affected by barbarian's Rage ability.

Scare: Causes fear in weak creatures.

Silence: Creates a zone of silence around target.

Sound Burst: 1d8 sonic damage to creatures in area.

Summon Creature II: Summons an appropriate creature.

3RD-LEVEL

Charm Monster: Befriends one monster.

Clairaudience and Clairvoyance: Target receives +10 Spot and Listen.

Confusion: Target behaves erratically.

Cure Serious Wounds: Heals target 3d8 +1/ level hit points.

Deep Slumber: Creatures fall asleep.

Dispel Magic: Ends magical effects.

Fear: Causes fear in enemies.

Find Traps: Caster receives +10 Search.

Haste: Grants target +1 attack/ round, +50% movement rate, +1 to hit, and +1 AC.

Invisibility Sphere: Sphere of invisibility hides party.

Remove Curse: All curses removed from target.

See Invisibility: Target can see invisible creatures.

Slow: Target is slowed.

Summon Creature III: Summons an appropriate creature.

Weapon of Impact: Blunt weapon more frequently deals critical hits.

4TH-LEVEL

Cure Critical Wounds: Heals target 4d8 +1/ level hit points.

Dominate Person: Caster temporarily gains control of target humanoid.

Greater Invisibility: Target is invisible, even when attacking or casting spells.

Hold Monster: Target monster is paralyzed.

Legend Lore: Greatly improves Lore skill checks for a long time.

Neutralize Poison: Cures target of poison.

Shadow Conjuration: Casts shadowy version of one of a variety of spells.

Summon Creature IV: Summons an appropriate creature.

War Cry: Party receives +2 to hit and damage; enemies are stricken with fear.

5TH-LEVEL

Ethereal Visage: 20/+3 damage reduction and immunity to 2nd-level and lower spells.

Greater Dispel Magic: Ends powerful magic effects.

Greater Heroism: Target receives +1 temporary hit points per level and +4 to hit and on saves and skill checks.

Mass Cure Light Wounds: Heals each nearby ally 1d8 +1/level hit points.

Mind Fog: Those within fog suffer -10 on Will saves.

Song of Discord: Enemies have a 50% chance of attacking each other.

Summon Creature V: Summons an appropriate creature.

6TH-LEVEL

Dirge: Enemies suffer 2 points of Strength and Dexterity ability score damage each round.

Energy Immunity: Grants target immunity to one energy type.

Ice Storm: Inflicts 3d6 bludgeoning and 2d6 cold damage.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 +1/level hit points.

Summon Creature VI: Summons an appropriate creature.

CLASS FEATURES

Bardic Knowledge: A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. Whenever a bard makes a Lore check, he adds his bard level to the result.

Inspiration: The very presence of a bard is a constant inspiration to his companions. Unlike bardic music, bardic inspirations are always active and do not have a limited number of uses. The bard may only use one inspiration at any given time. At 1st level, the bar can only inspire courage, but as he increases in level, he gains access to a variety of inspirations from which he and his companions may benefit. There are seven types of inspirations:

Inspire Courage (1st level)**:** This gives a bonus to hit and damage. It starts at +1 and becomes +2 at 8th level, +3 at 14th level and +4 at 20th level.

Inspire Competence (2nd level)**:** This gives a skill bonus to all allies. It starts at +2 and becomes +4 at 11th level and +6 at 19th level.

Inspire Defense (5th level)**:** This gives a dodge AC bonus to all allies. It starts out at +2 and becomes +3 at 10th level, +4 at 15th level and 5 at 20th level.

Inspire Regeneration (7th level)**:** This heals all party members a certain number of hit points every round. This starts at 2 hit points per round, becomes 4 at 12th level and 6 at 17th level.

Inspire Toughness (8th level)**:** This gives a bonus for saving throws for all allies. It starts out at +1, then +2 at 13th level and +3 at 18th level.

Inspire Slowing (11th level)**:** All enemies that come within 20 feet of the bard have to make a Will save, otherwise they will be slowed down. Initially they are slowed down 15% but at 16th level they are slowed 30%. There are no further penalties besides movement, unlike the Slow spell.

Inspire Jarring (14th level)**:** All enemies within 20 feet of the bard suffer a -4 penalty to all Discipline and Concentration checks and -2 to all Will saves.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (including himself, if desired). The bard's ranks in the Perform skill, and in some cases his bard level, determine what bard songs he can use. Bardic music has a duration of 10 rounds, unless and individual song specifies otherwise.

Countersong (Req: Perform 3)**:** This song puts a buff on the targeted ally that lasts for 10 rounds or until discharged. Any hostile magic spell that would affect the countersong's target has to make a Spell Resistance check of 10 + levels of the bard the singer po ssesses. Whether the spell is blocked or not, the countersong is discharged.

Fascinate (Req: Perform 3)**:** Every hostile creature within 90 feet must make a Will save (against a DC of 11 + 1/2 the bard's level + the bard's charisma modifier). This is an enchantment

mind-affecting ability. If the target fails this save, then they are dazed for as long as the song is playing and the bard is within 90 feet of them. If a creature is attacked, or is within 10 feet of a creature being attacked, the effect ends for that creature, though anyone who fails their saving throw will be dazed for at least one round. There is a cool down of 10 rounds before this ability can be used again. Fascinate effects up to one enemy per level of the bard.

Haven Song (Req: 3rd level, Perform 6): This renders all enemies who fail a Will save (DC of 11 + 1/2 the bard's level + the bard's charisma modifier) to be unable to attack the bard, unless the bard takes hostile action against them or their allies. The Fascinate and Cloud Mind songs do not count as hostile actions.

Cloud Mind (Req: 6th level, Perform 9): This is a more potent, single-target version of the Fascinate bard song. The saving throw DC is increased to 14 + 1/2 the bard's level + the bard's Charisma modifier, and enemies being attacked nearby don't break the effect. There is a five-round cool down before this ability can be used again.

Ironskin Chant (Req: 9th level, Perform 12): This song provides damage reduction 5/- to the party for four rounds.

Song of Freedom (Req: 12th level, Perform 15): At 12th level a bard gains this ability that allows them to do the equivalent of a break enchantment spell, with the caster level being equal to the bard's spell level.

Inspire Heroics (Req: 15th level, Perform 18): This song inspires either the bard or a single targeted ally. For five rounds, the inspired creature gains +4 dodge bonus to AC and +4 morale bonus to saving throws. Additionally the inspired creature gains +4 temporary hit points per level. There is a cool down of 20 rounds before this ability can be used again.

Inspire Legion (Req: 18th level, Perform 21): This song inspires all allies within 60 feet. The game determines the highest base attack bonus of all allies in the area of effect, and all affected characters now use this as their base attack. All affected characters get a +4 competence bonus to damage rolls, as well. This ability lasts for 10 rounds. There is a cool down of five minutes (game time) before this ability can be used again.

GAMEPLAY COMMENTARY

Bards are the ultimate utility character. They are highly sought after "party helpers," especially with the newly revamped Bardic Inspiration and Bardic Music class features. To play one as your main character is easier than it was in previous editions because of these reasons alone. That being said, a bard is still meant as a support hero and not a front line fighter. They are still generally weak in combat and rely heavily on tanks to soak up the incoming damage while attacking with ranged weapons from afar.

Playing the role of a support character is what bard's do best; so don't be afraid to put only eight points into Strength and Wisdom. Charisma is the bard's primary basis for spellcasting so it's important to pump this one up. We recommend going no lower than 16. With a high base Intelligence you can really make use of the bonus skill points given from first level onward. You'll be spending a good chunk of your skill points on Perform, so the bonus Int really helps you develop your crafting and lore-type abilities later in the game.

As you'd expect, crafting is a real joy with a bard and is the perfect compliment to their class structure and also a great way to make money. With enough points pumped into crafting abilities you'll be able to create wondrous items easily and reliably. If crafting in NWN2 is a path you're interested in, keep a bard in mind.

MULTICLASS & PRESTIGE CLASS TIPS

As arcane spellcasters, and with their "jack-of-all-trades" abilities, bards do not multiclass very well, but they have quite the assortment of prestige class options. All around, bards are best suited to become harper agents or assassins. The more magically inclined bards make excellent arcane tricksters while bards with a mind for stealth would do well to become shadowdancers or shadow thieves of amn. Combat-oriented bards may enjoy becoming a red dragon disciple, duelist, or eldritch knight.

Cleric

Background

The handiwork of the gods is everywhere—in places of natural beauty, in mighty crusades, in soaring temples, and in the hearts of worshipers. Like people, gods run the range from benevolent to malicious, reserved to intrusive, simple to inscrutable. The gods, however, work mostly through intermediaries—their clerics. Good clerics heal, protect, and avenge. Evil clerics pillage, destroy, and sabotage. A cleric uses the power of his god to make the god's will manifest.

Clerics are masters of divine magic, which is especially good at healing. Even an inexperienced cleric can bring people back from the brink of death. As channelers of divine energy, clerics can affect undead creatures, causing them to flee or even destroying them. Clerics have some combat training.

Cleric

Class Statistics

Key Abilities:	Wisdom, Charisma
HP @ Level-Up:	8
Alignment:	Any
Base Attack Bonus:	Medium
High Saves:	Fortitude, Will
Weapon Proficiencies:	Simple Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Heavy Armor, Shields (no Tower Shields)
Skill Points @ 1st Level:	(2 + Int modifier) x 4
Skill Points @ Level-Up:	2+ Int modifier
Class Skills:	Concentration, Craft Alchemy, Craft Armor, Craft Weapon, Diplomacy, Heal, Lore, Parry, Spellcraft
Spellcasting:	Divine

Spell List

0-Level

- **Cure Minor Wounds:** Heals target 4 hit points.
- **Inflict Minor Wounds:** Harms target for 1 damage.
- **Light:** Creates small light source.
- **Resistance:** Grants target +1 to all saves.
- **Virtue:** Grants target 1 temporary hit point.

1st-Level

- **Bane:** Enemies suffer -1 to hit and on saves against fear.
- **Bless:** Grants nearby allies +1 to hit and damage.
- **Cure Light Wounds** Heals target 1d8 +1/ level hit points.
- **Detect Undead:** Undead revealed on minimap.
- **Divine Favor:** Grants caster +1 /3 levels to hit and damage.

Doom: Target suffers -2 to hit and damage and -2 on saves, ability, and skill checks.

Endure Elements: Grants target 10/- damage resistance against all elemental damage types.

Entropic Shield: 20% of ranged attacks miss caster.

Inflict Light Wounds: Caster's touch attack inflicts 1d8 + 1/level damage. Heals undead.

Magic Weapon: Temprary +1 enhancement bonus to a weapon.

Protection from Alignment: Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Remove Fear: Ends fear effects on target.

Sanctuary: Nearby enemies ignore caster.

Scare: Causes fear in weak creatures.

Shield of Faith: Target receives +2 + 1/6 levels AC.

Summon Creature I: Summons an appropriate creature.

2ND-LEVEL

Aid: Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.

Bear's Endurance: Grants target +4 Con.

Bull's Strength: Grants target +4 Str.

Cure Moderate Wounds: Heals target 2d8 +1/level hit points.

Darkness: Shrouds creatures in darkness.

Death Knell: Absorbs life energy from corpse, giving caster +2 Str, 1d8 temporary hit points, and +1 caster level.

Eagle's Splendor: Grants target +4 Cha.

Find Traps: Caster receives +10 Search.

Fox's Cunning: Grants target +4 Int.

Hold Person: Paralyzes target humanoid.

Inflict Moderate Wounds: Caster's touch attack inflicts 2d8 +1/level damage. Heals undead.

Lesser Dispel: Ends weak magic effects.

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, or saves.

Negative Energy Ray: Ray inflicts 1d6 damage.

Owl's Wisdom: Grants target +4 Wis.

Remove Paralysis: Cures target of paralysis and hold effects.

Resist Energy: 20/- damage resistance against all elemental damage types.

Shield Other: Grants target +1 AC and +1 on saves. Half of target's damage is redirected to caster.

Silence: Creates a zone of silence around target.

Sound Burst: 1d8 sonic damage to creatures in area.

Stone Bones: Grants target undead +3 AC.

Summon Creature II: Summons an appropriate creature.

3RD-LEVEL

Animate Dead: Summons an undead minion.

Bestow Curse: Target suffers -2 to all ability scores.

Blind Sight: Target can see invisible and in darkness.

Blindness/Deafness: Target is struck blind and deaf.

Clarity: Dispels and protects against sleep, confusion, stun, and charm.

Contagion: Afflicts target with random disease.

Continual Flame: Creates long lasting torchlight.

Cure Serious Wounds: Heals target 3d8 +1/level hit points..

Dispel Magic: Ends magical effects.

Glyph of Warding: Creates stationary glyph that explodes when enemies pass, inflicting 1d8/2 levels sonic damage.

Inflict Serious Wounds: Caster's touch attack inflicts 3d8 +1/level damage. Heals undead.

Invisibility Purge: Removes invisibility from nearby creatures.

Magic Circle against Alignment: Grants caster and nearby allies +2 AC, +2 on saves, and immunity to mind affecting spells of the specified alignment.

Magic Vestment: Grants armor or shield +1/4 levels enhancement bonus.

Prayer: Grants party +1, and afflicts enemies with -1, to hit and damage and on skill, and saves.

Protection from Energy: Grants target 30/- damage resistance against all elemental damage types.

Remove Blindness and Deafness: Cures nearby allies of blindness and deafness.

Remove Curse: Cures target of curses.

Remove Disease: Cures target of diseases.

Searing Light: Inflicts 1d8/level damage to undead, 1d6/level to constructs, 1d8/2 levels to others.

Summon Creature III: Summons an appropriate creature.

Weapon of Impact: Blunt weapon more frequently deals critical hits.

4TH-LEVEL

Assay Resistance: Greatly reduces target's spell resistance to caster's spells.

Cure Critical Wounds: Heals target 4d8 +1/level hit points.

Death Ward: Grants target immunity to death and negative energy spells and effects.

Dismissal: Dispels the target's summoned companions.

Divine Power: Caster gains attack bonus, +6 Str, and +1 hit points/level.

Freedom of Movement: Target receives immunity to paralysis.

Greater Magic Weapon: Temporarily grants weapon +1 enhancement/4 levels.

Hammer of the Gods: Inflicts 1d8/2 levels damage.

Inflict Critical Wounds: Caster's touch attack inflicts 4d8 +1/level damage. Heals undead.

Neutralize Poison: Cures target of poison.

Poison: Poisons target.

Restoration: Removes most negative effects on target, including level drain and blindness.

Least Spell Mantle: Absorbs up to 1d4 + 4 spell levels.

Summon Creature V: Summons an appropriate creature.

5TH-LEVEL

Battletide: Curses enemies that enter area with -2 to hit and damage and -2 on saves. The caster gains an additional attack (if not already hasted).

Flame Strike: Fiery column inflicts 1d6/level fire and holy damage.

Lesser Spell Mantle: Absorbs up to 1d6 + 6 spell levels.

Mass Cure Light Wounds: Heals each nearby ally 1d8 +1/level hit points.

Mass Inflict Light Wounds: Damages each nearby enemy 1d8 +1/level hit points. Heals undead.

Raise Dead: Revives one knocked out party member.

Righteous Might: Caster increases in size, receiving +4 Str, +2 Con, +2 AC, and damage resistance 3/evil (if non-evil) or 5/good (if evil). (Size increase also results in -1 to hit and -1 AC but +3 damage).

Slay Living: Kills target.

Spell Resistance: Grants target 12 +1/level spell resistance.

Summon Creature V: Summons an appropriate creature.

True Seeing: Caster sees through Ethereal and Invisibility effects.

6TH-LEVEL

Banishment: Destroys many summoned creatures.

Blade Barrier: Creates a wall of blades that inflicts 1d6/level damage.

Control Undead: Dominates one undead creature.

Create Undead: Creates one undead creature.

Energy Immunity: Grants target immunity to one energy type.

Greater Dispel Magic: Ends powerful magic effects.

Harm: Caster's touch attack inflicts 10/level damage. This spell cannot kill its target, however.

Heal: Heals target 10/level hit points. Target is also cured of most negative effects.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 +1/level hit points.

Mass Inflict Moderate Wounds: Damages each nearby enemy 2d8 +1/level hit points. Heals undead.

Planar Ally: Summons an outsider.

Summon Creature VI: Summons an appropriate creature.

Stone Body: Grants caster +4 Str, -4 Dex, damage reduction 10/adamantine, 50% movement penalty, immunity to many negative effects, and takes 1/2 damage from acid and fire.

Undeath to Death: Slays many undead creatures.

7TH-LEVEL

Destruction: Kills target.

Ethereal Jaunt: Enemies cannot detect the caster until he performs a hostile action.

Fortunate Fate: Creates a protective aura on target that casts Heal when they would be killed.

Greater Restoration: Cures target of most temporary and all permanent negative effects.

Mass Cure Serious Wounds: Heals each nearby ally 3d8 +1/level hit points.

Mass Inflict Serious Wounds: Damages each nearby enemy 3d8 +1/level hit points. Heals undead.

Regenerate: Regenerates 10% of target's maximum hit points every round.

Resurrection: Revives and fully heals one knocked out party member.

Summon Creature VII: Summons an appropriate creature.

Word of Faith: Kills or stuns enemies.

8TH-LEVEL

Aura versus Alignment: +4 AC, immunity to mind-affecting spells, and 25 spell resistance against creatures of the specified alignment.

Create Greater Undead: Creates a powerful undead creature.

Earthquake: Inflicts 10d6 damage to all nearby creatures except the caster.

Fire Storm: Rain of flames inflicts 1d6 fire damage/level.

Mass Cure Critical Wounds: Heals each nearby ally 4d8 +1/level hit points.

Mass Inflict Critical Wounds: Damages each nearby enemy 4d8 +1/level hit points. Heals undead.

Spell Mantle: Absorbs up to 1d8 + 8 spell levels.

Summon Creature VIII: Summons an appropriate creature.

Sunbeam: Inflicts 1d6 damage/level to undead; 3d6 damage to others.

9TH-LEVEL

Energy Drain: Target temporarily loses 2d4 levels.

Etherealness: Enemies cannot detect the party until any member performs a hostile action.

Gate: Summons a Horned Demon.

Implosion: Kills all nearby living things.

Mass Heal: Heals each nearby ally 10/level hit points and cures them of most negative effects.

Storm of Vengeance: Toxic rain inflicts 3d6 acid damage each round.

Summon Creature IX: Summons an appropriate creature.

Undeath's Eternal Foe: Grants party immunity to negative damage, level/energy drain, ability score decreases, poisons, and diseases.

CLASS FEATURES

Domains: Clerics specialize in two areas of magical expertise called domains. These are selected when first becoming a cleric and cannot be changed for the life of your character. Domains grant added spells and sometimes a free feat or special ability, as listed below.

Air Domain: Clerics with the Air domain move with the subtlety of the breeze and gain the ability to cast electrical damage spells.

Uncanny Dodge: The cleric retains his Dexterity bonus to AC, even when flat-footed or struck by an invisible creature.

►Spells: *Call Lightning* (Level 3), *Chain Lightning* (Level 6)

Animal Domain: Clerics who take the Animal domain are able to call a faithful animal companion and cast spells that give them bestial agility and perception.

Animal Companion: The cleric can summon an animal companion, like a druid or a ranger.

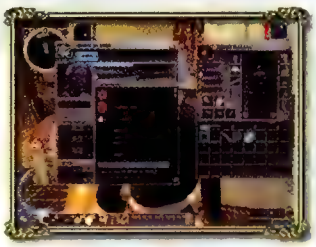
►Spells: *Cats Grace* (Level 2), *True Seeing* (Level 4)

Death Domain: Clerics who take the Death domain can summon an enhanced shadow and gains spells related to death and dying.

Negative Plane Avatar: Once per day, the cleric is able to summon a shadow that gains power as the cleric advances.

►Spells: *Phantasmal Killer* (Level 4), *Power Word Kill* (Level 9)

Destruction Domain: Clerics who take the destruction domain are able to smite the unfaithful and are granted spells that allow them to weaken and destroy their enemies.



Smite Infidel: Once per day, the cleric can smite a creature of a different alignment than himself, adding his Charisma bonus to the attack roll and his cleric level to damage.

►Spells: *Rage* (Level 3), *Acid Fog* (Level 6)

Earth Domain: Clerics of the Earth domain are as tough as old stones and are granted spells that protect against melee and energy damage.

Toughness: The cleric gains the Toughness feat, gaining an additional hit point for every character level he has, and an additional hit point each time he gains a level.

►Spells: *Stoneskin* (Level 4), *Energy Immunity* (Level 5)

-Evil Domain: Clerics who take the Evil domain are masters of the vile creatures that lurk beyond the Material Plane and are granted spells that manipulate negative energy.

Turn Outsider: The cleric's turn undead ability functions against outsiders, such as demons, devils and bladelings.

▶Spells: *Evard's Black Tentacles* (Level 4), *Weird* (Level 9)

Fire Domain: Clerics who take the Fire domain are resistant to the searing heat of the flame, and are granted spells that call down fire against their foes.

Fire Resistance: The cleric gains fire resistance 5.

▶Spells: *Fireball* (Level 3), *Wall of Fire* (Level 5)

Good Domain: Clerics who take the Good domain inspire their allies to heroism and are granted spells that protect against and blind evil creatures.

Aura of Courage: The cleric and all his allies nearby are immune to fear.

▶Spells: *Magic Circle Against Evil* (Level 2), *Lesser Planar Binding* (Level 5)

Healing Domain: Clerics who take the Healing domain are able to cure wounds more effectively than their brethren, and they gain access to cure spells at a faster rate.

Empower Healing: The following healing spells are cast as if with the Empower Spell feat: Cure Minor Wounds, Cure Light Wounds, Cure Moderate Wounds, Cure Serious Wounds and Cure Critical Wounds.

▶Spells: *Cure Serious Wounds* (Level 2), *Heal* (Level 5)

Knowledge Domain:

Clerics who take the Knowledge domain gain access to an improved list of bonus spells.

▶Spells: *Identify* (Level 1), *Knock* (Level 2), *Clairvoyance/Clairaudience* (Level 3), *True Seeing* (Level 4), *Legend Lore* (Level 5)

Magic Domain: Clerics who take the Magic domain gain access to an improved list of bonus spells.

▶Spells: *Mage Armor* (Level 1), *Melf's Acid Arrow* (Level 2), *Assay Resistance* (Level 3), *Greater Dispel Magic* (Level 5), *Spell Mantle* (Level 7), *Blackstaff* (Level 8)

Plant Domain: Clerics who take the Plant domain are able to move swiftly through the wilderness and have spells that call upon the power of nature to protect and destroy.

Woodland Stride: The cleric's movement rate is increased by 10% in outdoor, natural areas.

▶Spells: *Entangle* (Level 1), *Barkskin* (Level 2), *Poison* (Level 3), *Mass Camouflage* (Level 4), *Vine Mine* (Level 5)

Protection Domain Clerics who take the Protection domain are able to shield themselves from harm using their special abilities and spells.

Divine Protection: Once per day, the cleric is able to cast an improved sanctuary spell-like ability that sets the save DC at 10 + Charisma modifier + cleric level. The effect has a duration of one round per caster level + the cleric's Charisma modifier.

▶Spells: *Lesser Globe of Invulnerability* (Level 4), *Energy Immunity* (Level 5)

Strength Domain: Clerics who take the Strength domain are able to boost their Strength with divine energy, and gain access to spells that make them stronger and more resilient.

Divine Strength: Once per day, the cleric may gain a bonus to Strength equal to 2 + 1 per three class levels. This effect has a duration of five rounds + the cleric's Charisma modifier.

▶Spells: *Bull's Strength* (Level 1), *Divine Power* (Level 3)

Sun Domain: Clerics who take the Sun domain are better able to turn undead than their brethren, and gain spells that are harmful to undead.

Exceptional Turning: The cleric has a greater chance of turning more powerful undead creatures, as well as being able to turn a larger number of undead at once.

▶Spells: *Searing Light* (Level 2), *Sunbeam* (Level 7)

Travel Domain: Clerics who take the travel domain gain an increase in movement speed and access to spells related to movement.

Fast Movement: The cleric's speed is increased by 10% in light or medium armor.

▸Spells: *Freedom of Movement* (Level 3), *Haste* (Level 5)

Trickery Domain: Clerics who take the Trickery domain gain bonuses to Rogue-like skills and gain access to various invisibility spells.

Feint: The cleric gains Feint as a bonus feat.

▸Spells: *Grease* (Level 1), *Invisibility* (Level 2), *Confusion* (Level 4)

War Domain: Clerics who take the War domain can summon the power of their deity to become engines of destruction. They also gain access to spells that improve their battle prowess.

Battle Master: Once per day, the cleric may gain a +1 bonus, plus 1 per five levels, to Dexterity, Constitution, attack rolls and damage. The cleric also gains damage reduction equal to twice this amount. Like the barbarian's class ability, this DR is not overcome by any material or magic. The effect lasts for five rounds + the cleric's Charisma modifier.

▸Spells: *Enlarge Person* (Level 1), *Tenser's Transformation* (Level 6)

Water Domain: Clerics who take the Water domain flow like water to avoid danger and are granted spells that weaken or kill opponents.

Evasion: Whenever the cleric makes a successful Reflex save to take half damage from a spell or effect, he instead takes no damage.

▸Spells: *Poison* (Level 3), *Ice Storm* (Level 5)

Spontaneous Conversion: A cleric can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can lose any prepared spell in order to cast any cure spell of the same spell level or lower.

Turn Undead: Any cleric has the power to affect undead creatures (such as skeletons, zombies, ghosts and vampires) by channeling the power of his faith through his holy (or unholy) symbol. A cleric can turn or destroy undead creatures.

GAMEPLAY COMMENTARY

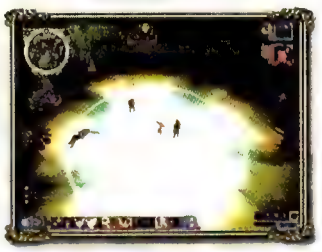
Clerics are some of the most versatile characters in NWN2. With an amazing list of enhancement, healing, summoning and damage-inflicting spells they are as useful in a party as they are on a solo quest. With Spontaneous Conversion as a class feature you can reserve most of your spell slots for non-healing type spells. In the past, a cleric's spellbook was entirely dominated by them so this is a welcome change.

The Turn Undead ability is fantastic with the amount of undead creatures in NWN2, and the new addition of domain selection is an added way to customize and personalize your cleric. Since domains can only be selected upon character creation, make sure you browse the entire list before selecting the two you feel are in line with the way you'd like to build your cleric.

Wisdom is the primary statistic for a cleric since divine spellcasting is based on this score. Keep it at 16 or higher. Clerics are the only spellcasters that don't take penalties for casting spells in full plate armor. As such, we recommend putting at least 16 points into Strength to ensure they can use heavy shields and armor without worrying about being encumbered later in the game. Dexterity really doesn't come into play with a cleric since you can wear heavy armor and have little use for ranged weapons. Don't be afraid to skimp out on a little Dex in order to jack up your more important stats. The same goes for Charisma unless you want to be an undead destroyer (the Turn Undead ability is based on your Charisma score).

MULTICLASS & PRESTIGE CLASS TIPS

Clerics are so well rounded as divine spellcasters that they often refrain from multiclassing. Prestige class options are also limited to divine champion, blackguard, or warpriest.



Druid

Background

The fury of a storm, the gentle strength of the morning sun, the cunning of the fox, the power of the bear—all these and more are at the druid's command. The druid, however, claims no mastery over nature. That claim is the empty boast of a city dweller. The druid gains power not by ruling nature but by being at one with it. To trespassers in a druid's sacred grove, and to those who feel one's wrath, the distinction is overly fine. Druids cast divine spells much the same way clerics do, except they draw their power through nature deities. Their spells are oriented toward nature and animals. In addition to spells, druids gain an increasing array of magical powers, including the ability to take the shapes of animals.

Class Statistics

Key Abilities:	Wisdom
HP @ Level-Up:	8
Alignment:	Neutral Good, Lawful Neutral, Neutral, Chaotic Neutral, Neutral Evil
Base Attack Bonus:	Medium
High Saves:	Fortitude, Will
Weapon Proficiencies:	Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling, Spear
Armor Proficiencies:	Light Armor, Medium Armor, Shields (no Tower Shields)
Skill Points @ 1st Level:	(4 + Int Modifier) x 4
Skill Points @ Level-Up:	4 + Int Modifier
Class Skills:	Concentration, Craft Alchemy, Diplomacy, Heal, Listen, Lore, Parry, Spellcraft, Spot, Survival
Spellcasting:	Divine

Spell List

0-Level

- **Cure Minor Wounds:** Heals target 4 hit points.
- **Flare:** Dazzles one creature (-1 to hit).
- **Light:** Creates small light source.
- **Resistance:** Grants target +1 to all saves.
- **Virtue:** Grants target 1 temporary hit point.

1st-Level

- **Camouflage:** Grants target +10 Hide.
- **Cure Light Wounds** Heals target 1d8 +1/ level hit points.
- **Endure Elements:** Grants target 10/- damage resistance against all elemental damage types.
- **Entangle:** Traps enemies with clinging vegetation.
- **Low-Light Vision:** Party can see in the dark like elves.

Druid

Please note: Druid and Cleric spells are identical. We've shown them for both so you don't have to page back and forth when browsing either class.

Magic Fang: Grants animal companion +1 to hit and damage.

Sleep: Causes 2d4 HD of creatures to fall asleep.

Summon Creature I: Summons an appropriate creature.

2ND-LEVEL

Barkskin: Hardens the target creature's skin, improving Armor Class.

Bear's Endurance: Grants target +4 Con.

Bull's Strength: Grants target +4 Str.

Cat's Grace: Grants target +4 Dex.

Flame Weapon: Adds 1d6 fire damage to target weapon.

Gust of Wind: Blast of air knocks down creatures and disperses gaseous effects.

Hold Animal: Paralyzes target animal.

Lesser Dispel: Ends weak magic effects.

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, or saves.

Owl's Wisdom: Grants target +4 Wis.

Resist Energy: 20/- damage resistance against all elemental damage types.

Summon Creature II: Summons an appropriate creature.

3RD-LEVEL

Blind Sight: Target can see invisible and in darkness.

Call Lightning: Lightning bolt inflicts 1d6/level electricity damage.

Contagion: Afflicts target with random disease.

Cure Moderate Wounds: Heals target 2d8 +1/level hit points.

Dominate Animal: Controls target animal.

Greater Magic Fang: Grants animal companion +1/3 levels to hit and damage.

Infestation of Maggots: Infests target with maggots, inflicting 1d4 points of temporary Con damage each round.

Neutralize Poison: Cures target of poison.

Poison: Poisons target.

Protection from Energy: Grants target 30/- damage resistance against all elemental damage types.

Quillfire: Inflicts 1d8 +1/2 levels damage and mildly poisons target.

Remove Disease: Cures target of diseases.

Spiderskin: Target gets +1 + 1/3 levels AC, saves vs. poison, and Hide.

Spike Growth: Creates spikes that inflict 1d4 damage to enemies each round.

Summon Creature III: Summons an appropriate creature.

4TH-LEVEL

Cure Serious Wounds: Heals target 3d8 +1/level hit points..

Dispel Magic: Ends magical effects.

Flame Strike: Fiery column inflicts 1d6/level fire and holy damage.

Freedom of Movement: Grants target immunity to paralysis.

Hold Monster: Paralyzes target.

Ice Storm: Inflicts 3d6 bludgeoning and 2d6 cold damage.

Mass Camouflage: Grants party +10 Hide.

Stoneskin: Grants caster 10/adamantine damage reduction.

Summon Creature V: Summons an appropriate creature.

5TH-LEVEL

Awaken: Enhances animal companion.

Cure Critical Wounds: Heals target 4d8 +1/level hit points.

Death Ward: Grants target immunity to death and negative energy spells and effects.

Inferno: Burns target for 2d6 fire damage each round.

Owl's Insight: Grants target bonus to Wis equal to half the caster's level.

Slay Living: Kills target.

Spell Resistance: Grants target 12 +1/level spell resistance.

Summon Creature V: Summons an appropriate creature.

Vine Mine: Creates sinuous vines that can: entangle (as the spell); hamper movement (movement speed is halved), or camouflage (+4 Hide).

Wall of Fire: Flaming wall inflicts 2d6 + level fire damage. Undead take double damage.

6TH-LEVEL

Crumble: Crushes target construct for 1d6/level damage.

Drown: Almost kills a living target.

Energy Immunity: Grants target immunity to one energy type.

Greater Dispel Magic: Ends powerful magic effects.

Greater Stoneskin: Grants caster 20/adamantine damage reduction.

Mass Cure Light Wounds: Heals each nearby ally 1d8 +1/level hit points.

Regenerate: Regenerates 10% of target's maximum hit points every round.

Stonehold: Creates a cloud that encases creatures in stone.

Summon Creature VI: Summons an appropriate creature.

7TH-LEVEL

Aura of Vitality: Grants allies +4 Str, Con, and Dex.

Creeping Doom: Carpet of insects attacks at your command.

Fire Storm: Rain of flames inflicts 1d6 fire damage/level.

Harm: Caster's touch attack inflicts 10/level damage. This spell cannot kill its target.

Heal: Heals target 10/level hit points. Target is also cured of most negative effects.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 +1/level hit points.

Summon Creature VII: Summons an appropriate creature.

Sunbeam: Inflicts 1d6 damage/level to undead; 3d6 damage to others.

True Seeing: Caster sees through Ethereal and Invisibility effects.

8TH-LEVEL

Bombardment: Blasts nearby enemies for 10d8 damage.

Earthquake: Inflicts 10d6 damage to all nearby creatures except the caster.

Finger of Death: Kills target.

Mass Cure Serious Wounds: Heals each nearby ally 3d8 +1/level hit points.

Premonition: Grants target damage reduction 30/adamantine.

Summon Creature VIII: Summons an appropriate creature.

Sunburst: Inflicts 1d6/level to undead creatures (6d6 damage to non-undead enemies). Can also permanently blind enemies.

9TH-LEVEL

Elemental Swarm: Summons elementals.

Mass Cure Critical Wounds: Heals each nearby ally 4d8 +1/level hit points.

Shapechange: Caster shapechanges into a powerful form.

Storm of Vengeance: Toxic rain inflicts 3d6 acid damage each round.

Summon Creature IX: Summons an appropriate creature.

CLASS FEATURES

Spontaneous Casting A druid can channel stored spell energy into summoning spells that they haven't prepared ahead of time. They can lose a prepared spell in order to cast any summon monster spell of the same level or lower.

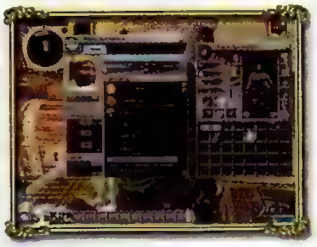
Animal Companion: A druid begins the game with an animal companion.

Nature Sense: A druid gains a +2 bonus to Survival and a +2 bonus to Search and Spot while in wilderness areas.

Woodland Stride: (2nd Level) Starting at 2nd level, a druid gains a +10% movement increase when in outdoor, natural environments.

Resist Nature's Lure: (4th Level) Starting at 4th level, a druid gains a +2 bonus on saving throws against all Fear spells and effects.

Wild Shape: (5th Level) At 5th level, a druid gains the ability to turn oneself into an animal and back again once per day. A druid can use this ability more times per day at 6th, 7th, 10th, 14th and 18th level. At 16th level, a druid becomes able to use wild shape to change into an elemental once per day. These



elemental forms are in addition to the normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all of the elemental's extraordinary, supernatural and spell-like abilities. At 18th level, a druid becomes able to assume elemental form twice per day and at 20th level three times per day.

Venom Immunity: (9th Level) At 9th level, a druid gains immunity to all poisons.

GAMEPLAY COMMENTARY

Druids are hybrids of clerics and wizards, with the best attributes taken from both. They have fantastic offensive, defensive, and healing spells along with the front line fighting ability of a cleric. They can't wear heavy armor but their Wild Shape ability grants them serious melee attack power and defense when needed. In elemental form—the highest level of Wild Shape—a druid is a powerful companion.

Their primary statistic for spellcasting is Wisdom, so we recommend a minimum of 16. Dexterity is important for the AC bonus so we highly recommend keeping this at 14 or higher. Intelligence is important if nothing else but for Spellcraft and Skill Point advancement. Strength and Constitution point distribution heavily depend on the amount of melee combat you plan on being involved in. If you plan on being a late-game Wild Shape monster beater, then pumping up Con and Str isn't such a bad idea. If you plan on being more of a spellcaster, though, you're better off spending these points in Dex and Int. Charisma isn't all that important to a druid so you can leave it as your lowest score.

MULTICLASS & PRESTIGE CLASS TIPS

Even more than clerics, druids usually avoid multiclassing to sharpen their own unique set of skills. Prestige classes are an option if you choose to play s specific strength within the druid's skill set. An assassin would be good for someone pursuing stealth and melee combat, while a warpriest would be a great choice for those looking to further specialize their healing abilities.

Fighter

Background

The questing knight, the conquering overlord, the king's champion, the elite foot soldier, the hardened mercenary, and the bandit king—all are fighters. Fighters can be stalwart defenders of those in need, cruel marauders, or gutsy adventurers. Some are among the land's best souls, willing to face death for the greater good. Others are among the worst, with no qualms about killing for private gain or even for sport. Fighters who are not actively adventuring may be soldiers, guards, bodyguards, champions or criminal enforcers.

An adventuring fighter might call himself a warrior, a mercenary, a thug, or simply an adventurer. Of all the classes, the fighter has the best all-around combat capabilities. Fighters are familiar with all the standard weapons and armors. In addition to general fighting prowess, each fighter develops particular specialties of his own. A given fighter may be especially capable with certain weapons; another might be trained to execute specific fancy maneuvers. As fighters gain experience, they get more opportunities to develop their combat skills.

Class Statistics

Key Abilities:	Strength, Dexterity, Intelligence
HP @ Level-Up:	10
Alignment:	Any
Base Attack Bonus:	High
High Saves:	Fortitude
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	All Armor and Shields
Skill Points @ 1st Level:	(2 + Int Modifier) x 4
Skill Points @ Level-Up:	2 + Int Modifier
Class Skills:	Craft Armor, Craft Weapon, Intimidate, Parry, Taunt
Spellcasting:	None

CLASS FEATURES

Bonus Feats: At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Fighter

GAMEPLAY COMMENTARY

Most people think of fighters as straightforward monster pounders. This is true, even though fighters are more complex than they ever were in previous editions of D&D thanks to an improved pool of feats and skills to choose from. That being said, the old fighter specialization tip remains valid—it's important to sort of "scout" out what you're looking to specialize in and pick those feats and skills ahead of time. Are you looking to be an exotic weapon specialist with insane critical hit power? Or, perhaps you're looking to build an absolute tank with gobs of HPs and insane AC. Whatever your choice; with a little planning you'll fit right into the mold you've created.

Unable to cast divine spells, you really don't need to pump too many points into Wisdom unless you plan on a specific prestige class later in the game. The same goes for Charisma. Strength is absolutely primary, regardless of what type of fighter you build. Constitution is a nice place to focus if you're going for an absolute tank. Like we stated above, it really depends on what you're building.

Strength is absolutely primary, regardless of what type of fighter you build.

MULTICLASS & PRESTIGE CLASS TIPS

Fighters are the most multiclass-friendly of all. They multiclass well with barbarians, paladins, rangers, and even rogues and monks. Fighters also have many prestige class options available to them – blackguard, dwarven defender, frenzied berserker, duelist, divine champion, or weapon master are among the best choices. Elf and half-elf fighters who use bows should consider acquiring some wizard or sorcerer levels and becoming arcane archers.

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Monk

Background

Dotted across the landscape are monasteries—small, walled cloisters inhabited by monks who pursue personal perfection through action as well as contemplation. They train themselves to be versatile warriors skilled at fighting without weapons or armor. The inhabitants of monasteries headed by good masters serve as protectors of the people. Ready for battle even when barefoot and dressed in peasant clothes, monks can travel unnoticed among the populace, catching bandits, warlords, and corrupt nobles unawares. In contrast, the residents of monasteries headed by evil masters rule the surrounding lands through fear, as an evil warlord and his entourage might. Evil monks make ideal spies, infiltrators and assassins.

The key feature of the monk is their ability to fight unarmed and unarmored. Thanks to rigorous training, monks can strike as hard as if they were armed and strike faster than a warrior with a sword. Though a monk casts no spells, they have magic of their own. By channeling subtle energy called ki, this allows monks to perform amazing feats. The monk's best-known feat is their ability to stun an opponent with an unarmed blow. Monks also have a preternatural awareness that allows them to dodge an attack even if they are not consciously aware of it.

Monk

CLASS STATISTICS

Key Abilities:	Strength, Wisdom, Dexterity
HP @ Level-Up:	8
Alignment:	Any Lawful
Base Attack Bonus:	Medium
High Saves:	All
Weapon Proficiencies:	Club, Crossbow, Dagger, Handaxe, Javelin, Kama, Quarterstaff, Shuriken, Sling
Armor Proficiencies:	None
Skill Points @ 1st Level:	(4 + Int Modifier) x 4
Skill Points @ Level-Up:	4 + Int Modifier
Class Skills:	Concentration, Craft Alchemy, Craft Trap, Diplomacy, Hide, Listen, Lore, Move Silently, Parry, Spot, Tumble
Spellcasting:	None

CLASS FEATURES

AC Bonus: A monk has a sixth sense that lets her avoid even unanticipated attacks. When unarmored, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows: When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. When a monk reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham).

Unarmed Strike: At 1st level, a monk gains Improved Unarmed Strike as a bonus feat.

Evasion: A monk of 2nd level or higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor.

Fast Movement: At 3rd level, a monk gains an enhancement bonus to her speed. A monk in armor (even light armor) loses this extra speed.

Still Mind: A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Purity of Body: At 5th level, a monk gains immunity to all diseases.

Wholeness of Body: At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day.

Improved Evasion: At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, but henceforth she takes only half damage on a failed save. A helpless monk (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Ki Strike: At 10th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk level, becoming lawful for purposes of damage reduction at level 10 and adamantine for purposes of damage reduction at level 16.

Diamond Body: At 11th level, a monk is in such firm control of her own metabolism that she gains immunity to poisons of all kinds.

Diamond Soul: At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check that equals or exceeds the monk's spell resistance.

Quivering Palm: Starting at 15th level, a monk can set up fatal vibrations within the body of another creature once per day. Unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier), it dies.

Empty Body: At 19th level, a monk gains the ability to fade from sight twice per day. The monk gains a 50% concealment bonus for a number of rounds equal to his class level.

Perfect Self: At 20th level, a monk has tuned her body with skill and quasi-magical abilities to the point that she becomes a magical creature. The monk gains damage reduction 10/magic, which allows her to ignore (instantly regenerate) the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction.

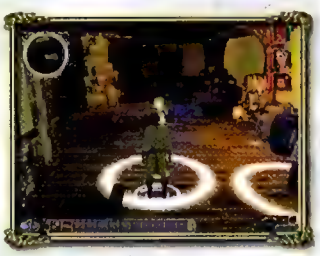
GAMEPLAY COMMENTARY

A true end game character, the monk starts off slowly but gains powerful abilities up until the very end of the game. With their primary weapons being their fists, monks rely heavily on their Strength to pump up their base damage. They can't wear armor either, so most of their AC comes from Dexterity and Wisdom bonuses given by their special class AC feature (see above). You can leave Charisma and Intelligence on the low end of the spectrum (somewhere in the 8 – 10 range) since none of their abilities are really based on either of these.

Monks have the best saving throws of any class in the game along with absolutely insane spell resistance at higher levels. Feats like Dodge and Toughness make a lot of sense since bulking up the HP and AC of a monk is the bread and butter of a successful build later in the game.

MULTICLASS & PRESTIGE CLASS TIPS

Like clerics and druids, monks rarely multiclass due to the great assortment of abilities they gain as they advance. Rogues, fighters, and paladins are reasonable choices for monks desiring more diversity. Monks that prefer stealth will excel in the assassin (if evil!) or shadowdancer prestige classes.



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Paladin

Background

The compassion to pursue good, the will to uphold law, and the power to defeat evil—these are the three weapons of the paladin. Few have the purity and devotion that it takes to walk the paladin's path, but those few are rewarded with the power to protect, to heal, and to smite. In a land of scheming wizards, unholy priests, bloodthirsty dragons, and infernal fiends, the paladin is the final hope that cannot be extinguished. Divine power protects the paladin and gives her special powers. It wards off harm, protects her from disease, lets her heal herself, and guards her heart against fear. A paladin can also direct this power to destroy evil or to help others, healing their wounds or curing diseases. Even a novice paladin can detect evil, and more experienced paladins can smite evil foes and turn away undead.

Class Statistics	
Key Abilities:	Strength, Charisma, Wisdom
HP @ Level-Up:	10
Alignment:	Lawful Good
Base Attack Bonus:	High
High Saves:	Fortitude
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Heavy Armor, Shields (no Tower Shields)
Skill Points @ 1st Level:	(2 + Int Modifier) x 4
Skill Points @ Level-Up:	2 + Int Modifier
Class Skills:	Concentration, Craft Armor, Craft Weapon, Diplomacy, Heal, Lore, Parry
Spellcasting:	Divine

Spell List

1st-Level

Bless: Grants nearby allies +1 to hit and damage.

Bless Weapon: Grants melee weapon +2d6 damage against undead. The weapon also becomes good for purposes of overcoming damage resistance.

Cure Light Wounds Heals target 1d8 +1/ level hit points.Detect Undead: Reveals undead on minimap.

Divine Favor: Grants caster +1/3 levels to hit and damage.

Endure Elements: Grants target 10/- damage resistance against all elemental damage types.

Paladin

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, and saves.

Protection from Alignment: Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Resistance: Grants target +1 to all saves.

Virtue: Grants target 1 temporary hit point.

2ND-LEVEL

Aid: Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.

Aura of Glory: Grants caster +4 Cha. Grants allies +4 bonus to saves against fear.

Bull's Strength: Grants target +4 Str.

Eagle's Splendor: Grants target +4 Cha.

Remove Paralysis: Cures target of paralysis and hold effects.

Resist Energy: Grants target 20/- damage resistance against all elemental damage types.

Shield Other: Grants target +1 AC and +1 on saves. 1/2 of target's damage is redirected to caster.

3RD-LEVEL

Cure Moderate Wounds: Heals target 2d8 + 1/level hit points.

Dispel Magic: Ends magical effects.

Greater Magic Weapon: Temporarily grants weapon +1 enhancement/4 levels.

Magic Circle against Alignment: Grants caster and nearby allies +2 AC, +2 on saves, and immunity to mind affecting spells of the specified alignment.

Prayer: Grants party +1, and afflicts enemies with -1, to hit, damage, skills, and saves.

Remove Blindness and Deafness: Cures nearby allies of blindness and deafness.

Remove Curse: Cures target of curses.

4TH-LEVEL

Cure Serious Wounds: Heals target 3d8 +1/level hit points.

Death Ward: Grants target immunity to death spells or effects.

Freedom of Movement: Grants target immunity to paralysis.

Holy Sword: Transforms caster's melee weapon into a Holy Avenger.

Neutralize Poison: Cures target of poison.

Restoration: Removes most negative effects on target, including level drain and blindness.

CLASS FEATURES

Smite Evil: Once per day, a paladin may attempt to smite evil with one normal melee attack. The Charisma bonus is added to the attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, to a maximum of five times per day at 20th level.

Divine Grace: At 2nd level, a paladin gains a bonus equal to their Charisma bonus (if any) on all saving throws.

Lay on Hands: Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds by touch. Each day they can heal a total number of HP equal to the paladin level times the Charisma bonus. For example, a 7th-level paladin with 16 Charisma (+3 bonus) can heal 21 points of damage per day.

Aura of Courage: Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of the paladin gains a +4 morale bonus on saving throws against fear effects.

Divine Health: At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

Turn Undead: When a paladin reaches 4th level, they gain the ability to turn undead. They may use this ability a number of times per day equal to 3 + the Charisma modifier. Basically, paladins turn undead like a cleric of three levels lower would.

Remove Disease: At 6th level, a paladin can remove disease once per day. At 9th level and every three levels after that, the paladin can cure disease one more time per day.

GAMEPLAY COMMENTARY

Paladins are absolute powerhouses if you don't mind the extreme alignment restriction. They share just about everything with a fighter except the bonus feats, and also some of the special cleric abilities like Turn Undead and divine spellcasting. The unique class features, Divine Grace, Aura of Courage and Divine Health make the paladin immune to some of the most frustrating disables and DoTs that the game has to offer. Because of this, paladins serve well as front line tanks with the ability to heal.

The downside to a paladin is their reliance on more than several key stats, making it difficult to build a powerful all around paladin until mid- to late-game. There just simply aren't enough points available during character creation to make a solid one right out of the gate. Their primary ability score is Charisma, with Strength and Wisdom tying for second. You'll want a minimum of 16 Cha to start (especially with Divine Grace), and around 14 Str and Wis if you can make it happen. Don't worry about letting your Dex slide since you'll be wearing full plate by the time anything serious comes your way.

MULTICLASS & PRESTIGE CLASS TIPS

Alignment restriction prevents paladins from multiclassing with bards or barbarians, but paladin abilities can work well with those of fighters, rangers, and monks. The divine champion prestige class is the obvious best choice and it improves upon the paladin's already considerable melee and defensive abilities.

Paladins are absolute powerhouses if you don't mind the extreme alignment restriction.

Don't worry about letting your Dex slide since you'll be wearing full plate by the time you'll face anything serious.

Ranger

Background

The forests and hills are home to fierce and cunning creatures, such as bloodthirsty owlbears and malicious displacer beasts. But more cunning and powerful than these monsters is the ranger, a skilled hunter and stalker. He knows the woods as if they were his home (as indeed they are), and he knows his prey in deadly detail.

A ranger can use a variety of weapons and is quite capable in combat. His skills allow him to survive in the wilderness, to find his prey, and to avoid detection. He also has special knowledge about certain types of creatures, which makes it easier for him to find and defeat such foes. Finally, an experienced ranger has such a tie to nature that he can actually draw upon natural power to cast divine spells, much as a druid does.

CLASS STATISTICS

Key Abilities:	Strength, Wisdom
HP @ Level-Up:	8
Alignment:	Any
Base Attack Bonus:	High
High Saves:	Fortitude, Reflex
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Shields (no Tower Shields)
Skill Points @ 1st Level:	(6 + Int modifier) x 4
Skill Points @ Level-Up:	6 + Int modifier
Class Skills:	Concentration, Craft Alchemy, Craft Armor, Craft Trap, Craft Weapon, Heal, Hide, Listen, Lore, Move Silently, Parry, Search, Set Trap, Spot, Survival
Spellcasting:	Divine

Spell List

1ST-LEVEL

- **Camouflage:** Caster receives +10 Hide.
- **Cure Light Wounds:** Heals 1d8 + 1/level hit points.
- **Entangle:** Traps enemies with clinging vegetation.
- **Grease:** Slows or knocks down opponents.
- **Low-Light Vision:** Party can see in the dark like elves.
- **Magic Fang:** Grants animal companion +1 to hit and damage.
- **Resist Energy:** Grants target 20/- damage resistance against all elemental damage types.
- **Summon Creature I:** Summons an appropriate creature.

Ranger

2ND-LEVEL

- **Barkskin:** Hardens the target creature's skin, improving armor class.
- **Bear's Endurance:** Grants target +4 Con.
- **Cat's Grace:** Grants target +4 Dex.
- **Hold Animal:** Target animal is paralyzed.
- **Owl's Wisdom:** Grants target +4 Wis.
- **Protection from Energy:** Grants target 30/- damage resistance against all elemental damage types.
- **Sleep:** Weaker creatures fall asleep.
- **Summon Creature II:** Summons an appropriate creature.

3RD-LEVEL

- **Aid:** Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.
- **Cure Moderate Wounds:** Heals 2d8 +1/level hit points.
- **Greater Magic Fang:** Grants animal companion +1/3 levels to hit and damage.
- **Invisibility Purge:** Removes invisibility from nearby creatures.
- **Neutralize Poison:** Removes poison from target.
- **Remove Disease:** Removes diseases from target.
- **Summon Creature III:** Summons an appropriate creature.

4TH-LEVEL

- **Cure Serious Wounds:** Heals 3d8 +1/level hit points.
- **Freedom of Movement:** Target receives immunity to paralysis.
- **Mass Camouflage:** Party receives +10 Hide.
- **Polymorph Self:** Caster shapechanges into a monster.
- **Summon Creature IV:** Summons an appropriate creature.

CLASS FEATURES

Track: A ranger has the ability to find and read tracks, but he moves slowly when doing so.

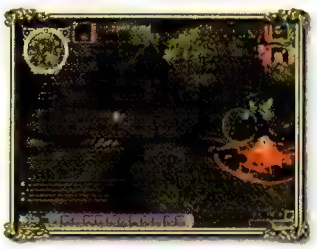
Favored Enemy: At 1st level, a ranger may select a type of creature s his favored enemy. The ranger gains a +1 bonus on Bluff, Listen, Spot, and Taunt checks, and also a +1 bonus on weapon damage rolls against their favored enemy. At 5th level, and every five levels after that, the ranger can choose an additional favored enemy and gains +1 to all favored enemy bonuses.

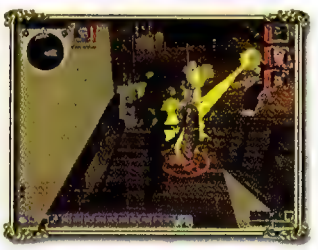
Combat Style: At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. If the ranger selects archery, they are treated as having the Rapid Shot feat, even if they do not meet the normal prerequisites for that feat. If the ranger selects two-weapon combat, they are treated as having the Two-Weapon Fighting feat. The benefits of the ranger's chosen style apply only when they wear light or no armor. They lose all benefits of combat style when wearing medium or heavy armor.

Toughness: At 3rd level the ranger gains Toughness as a bonus feat.

Animal Companion: At 4th level, a ranger gains an animal companion.

Improved Combat Style: At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If they selected archery, they are treated as having the Manyshot feat, even if they do not meet the prerequisites for that feat. If they selected two-weapon combat, they are treated as having the Improved Two-Weapon Fighting feat. As with standard combat style, the benefits of the ranger's chosen style apply only when they wear light or no armor. They lose all benefits of Combat Style when wearing medium or heavy armor.





Woodland Stride: Starting at 7th level, a ranger gains 10% movement increase when in outdoor, natural environments.

Swift Tracker: At 8th level, a ranger can use their tracking skill and move at normal speed.

Evasion: At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fireball), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor.

Combat Mastery: At 11th level, a ranger's aptitude in his chosen combat style improves yet again. If they selected archery, they are treated as having the Improved Rapid Shot feat. If the ranger selected two-weapon combat, they are treated as having the Greater Two-Weapon Fighting feat. As with standard and improved combat style, the benefits of the ranger's chosen style apply only when they wear light or no armor. They lose all benefits of Combat Style when wearing medium or heavy armor.

Camouflage: At 13th level the ranger does not suffer a movement penalty for using stealth mode when in outdoor areas.

Hide in Plain Sight: When outdoors, a 17th level ranger has the ability to use the Hide skill even when being watched and in combat.

GAMEPLAY COMMENTARY

Rangers are well-balanced melee and ranged fighters with a generous set unique class features and supplemental spells to enhance their standard combat. Their primary statistic is Dexterity, especially since wearing light armor is the only way to reap the massive class feature benefits of playing a ranger. It's best to set Dex at 16, knowing you can develop it further (at level up) if need be. Divine spells are based on Wisdom, but unless you plan on spending a lot of time spellcasting, going above 14 won't be necessary.

Most rangers dual wield exotic melee weapons but many rely on archery to deal their damage. Both are effective in NWN2, and it's important that you create your ranger with this concept in mind. You'll want to put your Con and Str scores as high as you can after adjusting your Dex and Wis to the appropriate levels. Usually 14's work well. Intelligence and Charisma aren't important to a ranger because you'll have plenty of skill points to work with so you can get by with 9's or 10's here.

Your feat selection depends on your style of play. If you plan on going archery (via Combat Style), make sure you don't select the feats you'll get automatically as a unique class feature to the ranger. This would mean you wouldn't want to pick Rapid Shot or Manyshot. Instead you'd be better off getting Weapon Focus: Longbow and reaping the benefits as the feats stacked up with one another.

MULTICLASS & PRESTIGE CLASS TIPS

Rangers multiclass well with many classes: barbarians, fighters, paladins, and rogues. Their primary abilities overlap with those of druids, making the two classes a poor combination. Combined with wizard or sorcerer levels, the archery-specialized elven ranger makes the perfect arcane archer as a prestige class. Rangers who seek melee combat specialization should take the duelist or divine champion prestige classes as an alternative.

Rogue

Background

Rogues have little in common with one another. Some are stealthy thieves. Others are silver-tongued tricksters. Still others are scouts, infiltrators, spies, diplomats, or thugs. What they do share is versatility, adaptability, and resourcefulness. In general, rogues are skilled at getting what others don't want them to get: entrance into a locked treasure vault, safe passage past a deadly trap, secret battle plans, a guard's trust, or some random person's pocket money. Rogues are highly skilled, and they can concentrate on developing any of several categories of skills. While not equal to members of many other classes in combat, a rogue knows how to hit where it hurts, and one can dish out a lot of damage with a sneak attack.

Rogues have a sixth sense when it comes to avoiding danger. Experienced rogues develop mystical powers and skills as they master the arts of stealth, evasion, and sneak attacks. In addition, while not capable of casting spells, rogues can "fake it" well enough to cast spells from scrolls, activate wands, and use just about any other magic item.

Class Statistics

Key Abilities:	Dexterity, Intelligence
HP @ Level-Up:	6
Alignment:	Any
Base Attack Bonus:	Medium
High Saves:	Reflex
Weapon Proficiencies:	Club, Dagger, Dart, Light Crossbow, Handaxe, Heavy Crossbow, Mace, Morningstar, Rapier, Shortbow, Short Sword, Sling, Quarterstaff
Armor Proficiencies:	Light Armor
Skill Points @ 1st Level:	(8 + Int modifier) x 4
Skill Points @ Level-Up:	8 + Int modifier
Class Skills:	Appraise, Bluff, Craft Alchemy, Craft Trap, Craft Weapon, Diplomacy, Disable Device, Hide, Intimidate, Listen, Lore, Move Silently, Open Lock, Parry, Search, Set Trap, Slight of Hand, Spot, Taunt, Tumble, Use Magic Device
Spellcasting:	None

Class Features

Sneak Attack: If a rogue can catch an opponent when they are unable to defend themselves effectively from an attack, they can strike a vital spot for extra damage. This extra damage is 1d6 at first level and it increases by 1d6 every two rogue levels thereafter.

Trap Finding: Rogues can use the Search skill to locate traps when the task has a difficulty class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level if the

Rogue

spell used to create it. Rogues can use the Disable Device skill to disarm magic traps.

Evasion: At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fireball), he instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor.

Trap Sense: At 3rd level, a rogue gains an intuitive sense that alerts them to danger, giving them a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, +3 at 9th level, +4 at 12th level, +5 at 15th level and +6 at 18th level.

Uncanny Dodge: At 4th level, a rogue gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC is he is immobilized.

Improved Uncanny Dodge: At 8th level a rogue cannot be sneak attacked by another rogue, unless the attacker has at least four more rogue levels than the target.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th and 19th), a rogue gains a special ability from the following options:

Crippling Strike: A rogue with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by a sneak attack also takes 2 points of Strength damage.

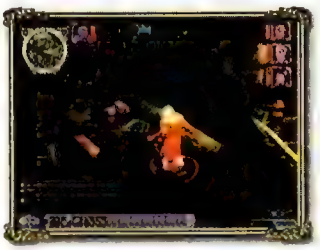
Defensive Roll: The rogue can roll with a potentially lethal blow to take less damage from it than they otherwise would. Once per day, when they would be reduced to zero or fewer HP in combat, the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw. If the save succeeds, they only take half damage from the blow; if it fails, they take full damage.

Improved Evasion: This ability works like evasion except that while the rogue still takes no damage on a successful Reflex saving throw against attack such as a dragon's breath attack or fireball, now the rogue only takes half damage on a failed save.

Opportunist: The rogue automatically gains a +4 competence bonus to attack rolls when making an attack of opportunity.

Skill Mastery: The rogue cannot roll less than five whenever using Disable Device, Open Lock, or Set Trap skills, even when in combat.

Slippery Mind: This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control



or compel them. If a rogue is affected by an enchantment spell or effect and fails their saving throw, they automatically get one free reroll.

-**Feat** A rogue may choose a bonus feat in place of a special ability.

GAMEPLAY COMMENTARY

Rogues are different from most other character classes in that they rely on stealth to succeed both on and off the battlefield. Their primary statistic is Dexterity, and it doesn't hurt to pump this stat up to 17 or 18 (beyond the standard 16 max) if you can deal with having a lower Str and Wis score. Charisma is somewhat important if you plan on using magic devices a lot, but Intelligence isn't important since you'll already be getting 8 skill points per level.

There are several viable options depending on your style of play when choosing feats. If you're going for the ultimate utility build, you can choose Stealthy to get +2 bonuses on Hide and Move Silently checks. This is great if you plan on doing a lot of Sneak Attacks. You can also go for any of the Skill Focus feats to further advance the rogue's already impressive skill point scores. Advancing your Open Lock, Set Trap and Move Silently skills by using these feats is a great way to have a low level rogue with higher level skills

MULTICLASS & PRESTIGE CLASS TIPS

To maximize the power of their sneak attack, many rogues will avoid multiclassing. Still, a few levels of wizard or sorcerer can provide a rogue with some support magic and any class can complement the rogue to some degree. When developing prestige classes, rogues interested in combat make effective assassins and duelists. A rogue with magical training can make a powerful arcane trickster. Rogues interested in refining their stealth may wish to take the shadowdancer or Shadow Thief of Amn prestige classes.

Sorcerer

Background

Sorcerers create magic the way a poet creates poems, with inborn talent honed by practice. They have no books, no mentors, no theories—just raw power that they direct at will.

Some sorcerers claim that the blood of dragons courses through their veins. That claim may be true in some cases—it is common knowledge that certain powerful dragons can take humanoid form and even have humanoid lovers, and it's difficult to prove that a given sorcerer does not have a dragon ancestor. It's true that sorcerers often have striking good looks, usually with a touch of the exotic that hints at an unusual heritage. Others hold that the claim is either an unsubstantiated boast on the part of certain sorcerers or envious gossip on the part of those who lack the sorcerer's gift.

Sorcerers cast spells through innate power rather than through careful training and study. Their magic is intuitive rather than logical. Sorcerers know fewer spells than wizards do and acquire powerful spells more slowly than wizards, but they can cast spells more often and have no need to select and prepare their spells ahead of time. Sorcerers cannot specialize in schools of magic the way wizards can. However, they do have more time to learn fighting skills, and they are proficient with simple weapons.

CLASS STATISTICS

Key Abilities:	Charisma, Constitution
HP @ Level-Up:	4
Alignment:	Any
Base Attack Bonus:	Low
High Saves:	Will
Weapon Proficiencies:	Simple Weapons
Armor Proficiencies:	None
Skill Points @ 1st Level:	(2 + Int modifier) x 4
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Bluff, Concentration, Craft Alchemy, Lore, Spellcraft
Spellcasting:	Arcane

Spell List

0-LEVEL

- **Acid Splash** (C): 1d3 points acid damage.
- **Daze** (E): Weak enemy is dazed.
- **Flare** (V): Dazzles one creature (-1 to hit).
- **Light** (V): Create small light source.
- **Ray of Frost** (C): Inflicts 1d4 cold damage.
- **Resistance** (A): Grants target +1 to saves.

Sorcerer

1ST-LEVEL

- **Burning Hands** (T): Fire cone deals 1d4/level fire damage.
- **Cause Fear** (N): Causes fear in a weak creature.
- **Charm Person** (E): Befriends one person.
- **Color Spray** (I): Knocks out, blinds, or stuns enemies.
- **Detect Undead** (D): Undead revealed on minimap.
- **Endure Elements** (A): 10/- damage resistance against all elemental damage types.
- **Enlarge Person** (T): Gives +2 Str, -2 Dex, -1 to hit, -1 AC, and +3 melee damage.
- **Expeditious Retreat** (T): Caster's speed increases by 150%.
- **Grease** (C): Slows or knocks down opponents.
- **Identify** (D): Greatly improves Lore skill checks.
- **Low-Light Vision** (T): Party can see in the dark like elves.
- **Mage Armor** (C): Grants target +4 AC.
- **Magic Missile** (V): 1d4 + 1 damage/arrow; extra arrow at levels 3, 5, 7, 9.
- **Magic Weapon** (E): Temporary +1 enhancement bonus to a weapon.
- **Protection from Alignment** (A): Grants target +2 AC, +2 on saves against creatures of the specified alignment.
- **Ray of Enfeeblement** (N): Ray inflicts 1d6 Str damage.
- **Shield** (A): Caster receives +4 AC.
- **Shocking Grasp** (V): Caster's touch inflicts 1d6/level electricity damage.
- **Sleep** (E): Weaker creatures fall asleep.
- **Summon Creature I** (C): Summons an appropriate creature.
- **True Strike** (D): Caster receives +20 on next attack roll.

2ND-LEVEL

- **Balagarn's Iron Horn** (E): Knocks creatures prone.
- **Bear's Endurance** (T): Grants target +4 Con.
- **Blind Sight** (T): Target can see invisible and in darkness.
- **Blindness and Deafness** (E): Target is struck blind and deaf.
- **Bull's Strength** (T): Grants target +4 Str.
- **Cat's Grace** (T): Grants target +4 Dex.
- **Cloud of Bewilderment** (I): Enemies are stunned and blinded 1d6 rounds.
- **Combust** (V): Flames erupt, causing 2d6 +1/level fire damage and igniting victims.
- **Continual Flame** (V): Creates long lasting torch light.
- **Darkness** (V): Shrouds creatures in darkness.
- **Death Armor** (N): Damages creatures that touch caster.
- **Eagle's Splendor** (T): Grants target +4 Cha.
- **False Life** (N): Caster gains 1d10 + 1/level (max 10) temporary hit points.
- **Fireburst** (V): Nearby creatures take 1d8 fire damage/level.
- **Fox's Cunning** (T): Grants target +4 Int.
- **Gedlee's Electric Loop** (V): Lightning strikes creatures, dealing 1d6 electricity damage/ 2 levels and stunning victims.
- **Ghostly Visage** (I): 10/+2 damage reduction; immune to 0- and 1st-level spells.
- **Ghoul Touch** (N): Caster'stouchcanparalyze.
- **Gust of Wind** (V): Blast of air knocks down creatures and disperses gaseous effects.
- **Invisibility** (I): Target is invisible until it attacks or casts a spell.
- **Knock** (T): Unlocks doors and containers.
- **Lesser Dispel** (A): Ends weak magic effects.
- **Melf's Acid Arrow** (C): Bolt does 3d6 acid damage plus 1d6/round until spell expires.
- **Mirror Image** (I): Creates 1d4 + 1/level images of caster that act as decoys.
- **Owl's Wisdom** (T): Grants target +4 Wis.
- **Protection from Arrows** (A): Target receives damage resistance 10/magic against ranged weapons.
- **Resist Energy** (A): Grants target 20/- damage resistance against all elemental damage types.
- **Scare** (N): Causes fear in weak creatures.
- **See Invisibility** (D): Target can see invisible creatures.
- **Summon Creature II** (C): Summons an appropriate creature.
- **Tasha's Hideous Laughter** (E): Target laughs hysterically, unable to defend itself.
- **Web** (C): Traps enemies in a web.

3RD-LEVEL

- **Clairaudience and Clairvoyance** (D): Target receives +10 Spot and Listen.
- **Clarity** (N): Dispels and protects against sleep, confusion, stun, and charm.
- **Deep Slumber** (E): Creatures fall asleep.
- **Dispel Magic** (A): Ends magical effects.
- **Displacement** (I): 1/2 of attacks miss target.
- **Fireball** (V): Massive flames deal 1d6 fire damage/level.
- **Flame Arrow** (C): Inflicts 4d6 fire damage/arrow; 1 arrow/ 4 levels.

Greater Magic Weapon (E): Weapon receives +1 enhancement/ 4 levels.

Haste (T): Grants target +1 attack/ round, +50% movement speed, +1 to hit, and +1 AC.

Heroism (E): Grants target +2 attack, +2 saves, and +2 for all skill checks.

Hold Person (E): Paralyzes target humanoid.

Improved Mage Armor (C): Target receives +3 AC + 1/2 levels.

Invisibility Sphere (I): Party becomes invisible.

Keen Edge (E): Slashing or piercing weapon more frequently deals critical hits.

Lightning Bolt (V): Horizontal energy bolt deals 1d6 electricity damage/level.

Magic Circle against Alignment (A): Caster and nearby allies receive +2 AC, +2 saves, and immunity to mind-affecting spells from the specified alignment.

Mestil's Acid Breath (V): Cone deals 1d6 acid damage/level.

Protection from Energy (A): Grants target 30/- damage resistance against all elemental damage types.

Rage (E): Party affected by barbarian's Rage ability.

Scintillating Sphere (V): Crackling projectile deals 1d6 electricity damage/level.

Slow (T): Target suffers -50% movement rate, -1 AC, -1 to hit, and -1 Reflex saves.

Spiderskin (T): Target receives +1, +1/3 levels to AC, poison saves, and Hide skill checks.

Stinking Cloud (C): Creatures are dazed and nauseated.

Summon Creature III (C): Summons an appropriate creature.

Vampiric Touch (N): 1d8 damage/2 levels; heals caster the same amount.

Weapon of Impact (T): Blunt weapon more frequently deals critical hits.

4TH-LEVEL

Animate Dead (N): Summons an undead minion.

Assay Resistance (D): Target's spell resistance to caster's spells is greatly reduced.

Bestow Curse (T): Target suffers -2 to all ability scores.

Charm Monster (E): Befriends one monster.

Confusion (E): Target behaves erratically.

Contagion (N): Afflicts target with random disease.

Crushing Despair (E): Target suffers -2 penalty on attack rolls, saves, ability checks, skill checks, and damage.

Elemental Shield (V): Ring of fire damages attackers and grants caster 50% cold/fire resistance.

Enervation (N): Target temporarily loses 1d4 levels.

Evard's Black Tentacles (C): Traps and attacks enemies with tentacles.

Fear (N): Causes fear in enemies.

Greater Invisibility (I): Target is invisible, even when attacking or casting spells.

Ice Storm (V): Inflicts 3d6 bludgeoning and 2d6 cold damage.

Isaac's Lesser Missile Storm (V): Inflicts 1d6 damage/missile; 1 missile/ level.

Lesser Globe of Invulnerability (A): Protects caster from all 3rd-level and lower spells.

Lesser Spell Breach (A): Strips an enemy mage of up to three defenses.

Phantasmal Killer (I): Kills the target.

Polymorph Self (T): Caster shapechanges into a monster

Remove Curse (A): Removes all curses from target.

Shadow Conjuration (I): Casts shadowy version of one of a variety of spells.

Stoneskin (A): Caster receives 10/adamantine damage reduction.

Summon Creature IV (C): Summons an appropriate creature.

Wall of Fire (V): Flaming wall inflicts 2d6 + level fire damage. Undead take double damage.

5TH-LEVEL

Bigby's Interposing Hand (V): Hand provides cover against one opponent, who suffers -10 attack penalty.

Cloudkill (C): Kills weaker creatures.

Cone of Cold (E): Cone deals 1d6 cold damage/ level.

Dismissal (A): Dispels the target's summoned companions.

Dominate Person (E): Caster temporarily gains control of target humanoid.

Feeblemind (D): Target suffers 1d4 points of Int and Cha damage/4 levels.

Firebrand (V): Balls of flame (1/level) explode for 1d6 fire damage/ level each.

Greater Fireburst (V): Nearby creatures take 1d8 fire damage/level (maximum 15d8).

Hold Monster (E): Paralyzes target.

Lesser Mind Blank (A): Protects target from mind-affecting spells and removes any currently in effect.

Lesser Planar Binding (C): Control or summon a weak outsider.

Lesser Spell Mantle (A): Absorbs up to 1d6 + 6 spell levels.

Mestil's Acid Sheath (V): Creature striking the caster takes 1d6 +2/level acid damage.

Mind Fog (E): Those within fog suffer -10 to Will saves.

Shroud of Flame (V): Target encased in flames, burning it and possibly nearby creatures.

Summon Creature V (C): Summons an appropriate creature.

Vitriolic Sphere (C): Huge acid explosion deals acid damage for several rounds.

6TH-LEVEL

Acid Fog (C): Slows creatures within fog and deals acid damage.

Bigby's Forceful Hand (V): Hand pushes target away.

Chain Lightning (V): Blasts target for 1d6 electricity damage/level; secondary bolts.

Circle of Death (N): Kills 1d4 creatures/level.

Disintegrate (T): Ray deals 2d6 damage/level.

Ethereal Visage (A): Caster receives 20/+3 damage reduction and is protected from all 2nd-level and lower spells.

Flesh to Stone (T): Target turned to stone.

Globe of Invulnerability (A): Protects caster from all 4th-level and lower spells.

Greater Dispel Magic (A): Ends powerful magical effects.

Greater Heroism (E): Target receives +1/level temporary hit points and +4 to hit, and on saves and skill checks.

Greater Spell Breach (A): Strips an enemy mage of up to six magical defenses.

Greater Stoneskin (T): 20/adamantine damage reduction.

Isaac's Greater Missile Storm (V): One missile (3d6 damage)/level randomly hits enemies.

Legend Lore (D): Greatly improves Lore skill checks for a long time.

Planar Binding (C): Summon or control an outsider.

Stone Body (T): Caster receives +4 Str, -4 Dex, damage reduction 10/adamantine, 50% movement penalty, immunity to many negative effects, and takes 1/2 damage from acid and fire.

Stone to Flesh (T): Restores petrified target.

Summon Creature VI (C): Summons an appropriate creature.

Tenser's Transformation (T): Caster becomes physically powerful.

True Seeing (D): Caster sees through Ethereal and Invisibility effects.

Undeath to Death (N): Slays many undead creatures.

7TH-LEVEL

Banishment (A): Destroys many summoned creatures.

Bigby's Grasping Hand (V): Hand provides cover, pushes, or grapples.

Control Undead (N): Dominates one undead creature.

Delayed Blast Fireball (V): More powerful fireball that can be used as a trap.

Energy Immunity (A): Grants target immunity to one energy type.

Ethereal Jaunt (T): Enemies cannot detect the caster until he performs a hostile action.

Finger of Death (N): Target dies.

Greater Shadow Conjuration (I): Casts shadowy version of one of a variety of powerful spells.

Mass Hold Person (E): Paralyzes many enemies.

Mass Invisibility (I): Party becomes invisible.

Mordenkainen's Sword (T): Summons powerful, floating sword that fights enemies.

Prismatic Spray (V): Randomly afflicts many enemies.

Shadow Shield (I): Caster receives +5 AC, 10/+3 damage reduction, and immunity to death and negative energy effects.

Spell Mantle (A): Absorbs up to 1d8 + 8 spell levels.

Summon Creature VII (C): Summons an appropriate creature.

8TH-LEVEL

Bigby's Clenched Fist (V): Each round, summoned fist inflicts 1d8 + 11 damage and stuns target.

Blackstaff (E): Quarterstaff becomes +4 weapon and casts dispel magic on any creature it strikes.

Create Greater Undead (N): Summons powerful undead minion.

Greater Planar Binding (C): Paralyzes outsider or summons a powerful outsider.

Horrid Wilting (N): Inflicts 1d6/level negative energy damage.

Incendiary Cloud (V): Fiery cloud inflicts 4d6 fire damage to all within.

Iron Body (T): Caster receives +6 Str, -6 Dex, damage reduction 15/adamantine, 50% movement penalty, immunity to many negative effects, and takes 1/2 damage from acid and fire.

Mass Blindness and Deafness (I): Nearby enemies are struck blind and deaf.

Mass Charm Monster (E): Nearby creatures view caster more favorably.

Mind Blank (A): Nearby allies receive immunity to mind-affecting spells and effects.

Polar Ray (V): Inflicts 1d6 cold damage/level.

Power Word, Stun (D): Automatically stuns target.

Premonition (D): Caster receives damage reduction 30/+5.

Protection from Spells (E): Caster receives +8 on saves against spells.

Summon Creature VIII C): Summons an appropriate creature.

Sunburst (V): Brilliant explosion that can blind enemies and inflicts 1d6 damage/level to all undead creatures.

9TH-LEVEL

Bigby's Crushing Hand (V): Large hand provides cover, pushes, or crushes foes.

Dominate Monster (E): Controls target monster.

Energy Drain (N): Target temporarily loses 2d4 levels.

Etherealness (T): Enemies cannot detect the party until any member performs a hostile action.

Gate (C): Summons a Balor.

Greater Spell Mantle (A): Absorbs up to 1d12 + 10 spell levels.

Mass Hold Monster (E): Paralyzes nearby enemies.

Meteor Swarm (V): Meteors strike enemies in area, inflicting 20d6 damage.

Mordenkainen's Disjunction (A): Very powerful version of Dispel Magic.

Power Word, Kill (D): Kills creature with less than 100 hit points.

CLASS FEATURES

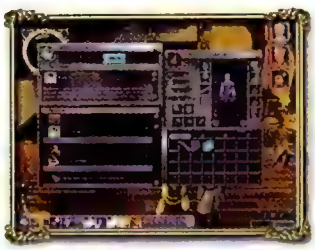
Familiar: Sorcerers have the ability to gain a familiar.

GAMEPLAY COMMENTARY

Sorcerers are similar to wizards in that they are a dominant spellcasting class. They rely heavily on Charisma instead of Intelligence, meaning NPCs will adore you and persuasion will come naturally. They are able to cast more spells per day than a wizard of the same level but unfortunately they don't learn quite as many spells. Also, because of the lower Int score they end up with considerably fewer skill points mid- to late-game.

Keep Charisma at 17 (a healthy +3 bonus), Dexterity at 14 and Constitution at 14. Strength at 10 or 11 is fine, meaning you'll have to keep Intelligence around 10 because of the point buy system. Even so, you'll need to spend enough points on Spellcraft and Concentration to keep your sorcerer valuable during battle.

Feat selection is somewhat limited, so you'll probably want to go with Combat Casting and Spell Penetration. If you decide to specialize, picking one of the Spell Focus feats is also a great idea. Just make sure you fully understand which spells come from which schools and what the main effects are within each of them.



MULTICLASS & PRESTIGE CLASS TIPS

Because multiclassing slows down their spellcasting ability, sorcerers rarely multiclass. Prestige class choices are also limited, but sorcerers invested in the necromantic arts may wish to consider the path of the pale master. A sorcerer who pursues rogue training will excel as an arcane trickster.

Warlock

Background

Born of a supernatural bloodline, a warlock seeks to master the perilous magic that suffuses his soul. Unlike sorcerers or wizards, who approach arcane magic through the medium of spells, a warlock invokes powerful magic through nothing more than an effort of will. By harnessing his innate magical gift through fearsome determination, a warlock can perform feats of supernatural stealth, beguile the weak-minded, or scour his foes with blasts of eldritch power.

Warlocks harbor great reserves of mystical energy. The font of dark magic burning in their souls makes them resistant to many forms of attack and arms them with dangerous power. Warlocks learn to harness their power to perform a small number of specific attacks and tricks called invocations. Warlocks make up for their lack of versatility by being tougher and more resilient than sorcerers or wizards.

Class Statistics

Key Abilities:	Charisma, Dexterity
HP @ Level-Up:	6
Alignment:	Any Chaotic or Evil
Base Attack Bonus:	Medium
High Saves:	Will
Weapon Proficiencies:	Simple Weapons
Armor Proficiencies:	Light Armor
Skill Points @ 1st Level:	(2 + Int modifier) x 4
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Bluff, Concentration, Craft Alchemy, Craft Armor, Craft Trap, Craft Weapon, Heal, Intimidate, Lore, Spellcraft, Taunt, Use Magic Device
Spellcasting:	Invocations

Spell List

Least (1st-Level)

Beguiling Influence*: Caster receives +6 to Bluff, Diplomacy, and Intimidate.

Dark One's Own Luck*: Caster receives luck bonus to all saves equal to Cha bonus.

Darkness: Covers creatures in a shroud of darkness.

Devil's Sight*: Caster receives Darkvision.

Draining Blast (Eldritch Essence)**:** Slows target.

Eldritch Spear (Blast Shape)**:** Increases Eldritch Blast range.

Entropic Warding*: Caster receives +4 Move Silently and Hide. Ranged attacks against caster might miss.

Warlock

Frightful Blast (Eldritch Essence): Eldritch Blast inflicts fear.

Hideous Blow (Blast Shape): Eldritch Blast is applied to caster's melee attacks.

Leaps and Bounds*: Caster receives +4 Dex and Tumble.

Seen the Unseen*: Caster can see invisible creatures.

LESSER (2ND-LEVEL)

Beshadowed Blast (Eldritch Essence): Eldritch Blast inflicts darkness.

Brimstone Blast (Eldritch Essence): Eldritch Blast ignites target.

Charm: Befriends creature.

Curse of Despair: Target suffers -1 to attack rolls and -2 to all ability scores.

Eldritch Chain (Blast Shape): Eldritch blast arcs to multiple targets.

Flee the Scene: Caster receives +1 attack/ round, +50% movement speed, +1 to hit, and +1 AC.

Hellrime Blast (Eldritch Essence): Eldritch blast damage is cold-based and target suffers -4 Dex.

The Dead Walk: Summons forth an undead minion.

Voracious Dispelling: Ends magic effects on target. If an effect is removed, target is damaged.

Walk Unseen: Caster turns invisible.

GREATER (3RD-LEVEL)

Hellrime Blast (Eldritch Essence): Eldritch Blast confuses target.

Chilling Tentacles: Tentacles entangle targets and inflict 2d6 cold damage.

Devour Magic: Ends powerful magic effects on target. If a spell is removed, caster receives 2 temporary hit points/level.

Eldritch Cone (Blast Shape): Eldritch Blast becomes a cone.

Noxious Blast (Eldritch Essence): Eldritch Blast dazes target.

Tenacious Plague: Target suffers increased damage every round until the plague ends.

Noxious Blast (Eldritch Essence): Eldritch blast causes acid damage and ignores spell resistance.

Wall of Perilous Flame: Wall inflicts 2d6 + level fire damage. Undead take double damage.

DARK (4TH-LEVEL)

Dark Foresight: Caster receives damage reduction of 30/adamantine.

Retributive Invisibility: Caster is invisible, even when attacking or casting spells. If invocation is dispelled, explosion damages nearby foes.

Utterdark Blast (Eldritch Essence): Eldritch Blast deals negative energy damage and drains target's levels.

Word of Changing: Caster shapechanges into a powerful demon form.

CLASS FEATURES

Invocations: A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, they possess a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will.

Idrith Blast: A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. An eldritch blast deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. There is no saving throw with this attack, but spell resistance can negate it. This power can be used at will.

Eldritch Lore: At 2nd level the warlock gains a +2 bonus to his Lore and Spellcraft skills.

Damage Reduction: Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron (damage from all attacks are reduced by 1 unless it comes

from cold iron). At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item: At 4th level, a warlock gains a +4 bonus to his Use Magic Device skill.

Fiendish Resilience: Beginning at 8th level, a warlock can activate this ability once per day. For 20 rounds, the warlock heals 1 HP per round. This improves at 13th level to 2 HP per round, then at 18th level it becomes 5 HP per round.

Energy Resistance: At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire and sonic. Once the types are chosen, the resistances can't be changed. At 20th level, a warlock gains resistance 10 to his chosen energy types.

Eldritch Essence: Some of a warlock's invocations, such as frightful blast, modify the damage or other effects of the warlock's eldritch blast. Unless otherwise noted, the eldritch blast deals normal damage in addition to the effect of the essence. The warlock can apply only one essence to a blast at a time.

Blast Shape: These invocations modify the range, target(s), or area of a warlock's eldritch blast. Unless otherwise noted, the eldritch blast does normal damage.

GAMEPLAY COMMENTARY

Warlocks aren't as versatile as wizards or sorcerers, but they have a vast array of defenses to protect them from incoming spells and also a much heartier build than their typical spellcasting counterparts. Their primary statistic is Charisma, so you'll want to keep this at a minimum of 17. Their secondary ability score is Dex, so jack this one up to around 14 or 15 to start. Warlocks earn so few skills throughout their life, Concentration and Spellcraft are both solid choices.

MULTICLASS & PRESTIGE CLASS TIPS

Warlock abilities do not combine well with other classes, so it is rare for warlocks to multiclass or go for a prestige class. Unfortunately, a warlock's eldritch abilities don't qualify them for prestige classes that require spellcasting abilities (such as the arcane trickster).

Wizard

Background

A wizard's few unintelligible words and fleeting gestures can carry more power than a battleaxe. These simple acts make magic seem easy, but they only hint at the time the wizard must spend poring over her spellbook preparing each spell for casting, and the years before that spent in apprenticeship to learn the arts of magic.Wizards depend on intensive study to create their magic. They examine musty old tomes, debate magical theory with their peers, and practice minor magics whenever they can.

The wizard's strength is her spells. Everything else is secondary. She learns new spells as she experiments and grows in experience, and she can also learn them from other wizards. In addition to learning new spells, a wizard can, over time, learn to manipulate her spells so they go farther, work better, or are improved in some other way.

Some wizards prefer to specialize in a certain type of magic. Specialization makes a wizard more powerful in her chosen field, but it denies her access to some of the spells that lie outside it.

Wizard

Class Statistics

Key Abilities:	Intelligence, Constitution
HP @ Level-Up:	4
Alignment:	Any
Base Attack Bonus:	Low
High Saves:	Will
Weapon Proficiencies:	Club, Dagger, Light Crossbow, Heavy Crossbow, Quarterstaff
Armor Proficiencies:	None
Skill Points @ 1st Level:	(2 + Int modifier) x 4
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Concentration, Craft Alchemy, Craft Armor, Craft Weapon, Lore, Spellcraft
Spellcasting:	Arcane

Spell List

0-Level

- **Acid Splash** (C): 1d3 points acid damage.
- **Daze** (E): Weak enemy is dazed.
- **Flare** (V): Dazzles one creature (-1 to hit).
- **Light** (V): Create small light source.
- **Ray of Frost** (C): Inflicts 1d4 cold damage.
- **Resistance** (A): Grants target +1 to saves.

Please note: Wizard and Sorcerer spells are identical. We've shown them for both so you don't have to page back and forth when browsing either class.

1ST-LEVEL

Burning Hands (T): Fire cone deals 1d4/ level fire damage.

Cause Fear (N): Causes fear in a weak creature.

Charm Person (E): Befriends one person.

Color Spray (I): Knocks out, blinds, or stuns enemies.

Detect Undead (D): Undead revealed on minimap.

Endure Elements (A): 10/- damage resistance against all elemental damage types.

Enlarge Person (T): Gives +2 Str, -2 Dex, -1 to hit, -1 AC, and +3 melee damage.

Expeditious Retreat (T): Caster's speed increases by 150%.

Grease (C): Slows or knocks down opponents.

Identify (D): Greatly improves Lore skill checks.

Low-Light Vision (T): Party can see in the dark like elves.

Mage Armor (C): Grants target +4 AC.

Magic Missile (V): 1d4 + 1 damage/arrow; extra arrow at levels 3, 5, 7, 9.

Magic Weapon (E): Temporary +1 enhancement bonus to a weapon.

Protection from Alignment (A): Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Ray of Enfeeblement (N): Ray inflicts 1d6 Str damage.

Shield (A): Caster receives +4 AC.

Shocking Grasp (V): Caster's touch inflicts 1d6/level electricity damage.

Sleep (E): Weaker creatures fall asleep.

Summon Creature I (C): Summons an appropriate creature.

True Strike (D): Caster receives +20 on next attack roll.

2ND-LEVEL

Balagarn's Iron Horn (E): Knocks creatures prone.

Bear's Endurance (T): Grants target +4 Con.

Blind Sight (T): Target can see invisible and in darkness.

Blindness and Deafness (E): Target is struck blind and deaf.

Bull's Strength (T): Grants target +4 Str.

Cat's Grace (T): Grants target +4 Dex.

Cloud of Bewilderment (I): Enemies are stunned and blinded 1d6 rounds.

Combust (V): Flames erupt, causing 2d6 +1/level fire damage and igniting victims.

Continual Flame (V): Creates long lasting torch light.

Darkness (V): Shrouds creatures in darkness.

Death Armor (N): Damages creatures that touch caster.

Eagle's Splendor (T): Grants target +4 Cha.

False Life (N): Caster gains 1d10 + 1/level (max 10) temporary hit points.

Fireburst (V): Nearby creatures take 1d8 fire damage/level.

Fox's Cunning (T): Grants target +4 Int.

Gedlee's Electric Loop (V): Lightning strikes creatures, dealing 1d6 electricity damage/ 2 levels and stunning victims.

Ghostly Visage (I): 10/+2 damage reduction; immune to 0- and 1st-level spells.

Ghoul Touch (N): Caster's touch can paralyze.

Gust of Wind (V): Blast ofairknocksdowncreatures anddispersesgaseouseffects.

Invisibility (I): Target is invisible until it attacks or casts a spell.

Knock (T): Unlocks doors and containers.

Lesser Dispel (A): Ends weak magic effects.

Melf's Acid Arrow (C): Bolt does 3d6 acid damage plus 1d6/round until spell expires.

Mirror Image (I): Creates 1d4 + 1/level images of caster that act as decoys.

Owl's Wisdom (T): Grants target +4 Wis.

Protection from Arrows (A): Target receives damage resistance 10/magic against ranged weapons.

Resist Energy (A): Grants target 20/- damage resistance against all elemental damage types.

Scare (N): Causes fear in weak creatures.

See Invisibility (D): Target can see invisible creatures.

Summon Creature II (C): Summons an appropriate creature.

Tasha's Hideous Laughter (E): Target laughs hysterically, unable to defend itself.

Web (C): Traps enemies in a web.

3RD-LEVEL

Clairaudience and Clairvoyance (D): Target receives +10 Spot and Listen.

Clarity (N): Dispels and protects against sleep, confusion, stun, and charm.

Deep Slumber (E): Creatures fall asleep.

Dispel Magic (A): Ends magical effects.

Displacement (I): 1/2 of attacks miss target.

Fireball (V): Massive flames deal 1d6 fire damage/level.

Flame Arrow (C): Inflicts 4d6 fire damage/ arrow; 1 arrow/ 4 levels.

Greater Magic Weapon (E): Weapon receives +1 enhancement/ 4 levels.

Haste (T): Grants target +1 attack/ round, +50% movement speed, +1 to hit, and +1 AC.

Heroism (E): Grants target +2 attack, +2 saves, and +2 for all skill checks.

Hold Person (E): Paralyzes target humanoid.

Improved Mage Armor (C): Target receives +3 AC + 1/2 levels.

Invisibility Sphere (I): Party becomes invisible.

Keen Edge (E): Slashing or piercing weapon more frequently deals critical hits.

Lightning Bolt (V): Horizontal energy bolt deals 1d6 electricity damage/level.

Magic Circle against Alignment (A): Caster and nearby allies receive +2 AC, +2 saves, and immunity to mind-affecting spells from the specified alignment.

Mestil's Acid Breath (V): Cone deals 1d6 acid damage/level.

Protection from Energy (A): Grants target 30/- damage resistance against all elemental damage types.

Rage (E): Party affected by barbarian's Rage ability.

Scintillating Sphere (V): Crackling projectile deals 1d6 electricity damage/level.

Slow (T): Target suffers -50% movement rate, -1 AC, -1 to hit, and -1 Reflex saves.

Spiderskin (T): Target receives +1, +1/3 levels to AC, poison saves, and Hide skill checks.

Stinking Cloud (C): Creatures are dazed and nauseated.

Summon Creature III (C): Summons an appropriate creature.

Vampiric Touch (N): 1d8 damage/2 levels; heals caster the same amount.

Weapon of Impact (T): Blunt weapon more frequently deals critical hits.

4TH-LEVEL

Animate Dead (N): Summons an undead minion.

Assay Resistance (D): Target's spell resistance to caster's spells is greatly reduced.

Bestow Curse (T): Target suffers -2 to all ability scores.

Charm Monster (E): Befriends one monster.

Confusion (E): Target behaves erratically.

Contagion (N): Afflicts target with random disease.

Crushing Despair (E): Target suffers -2 penalty on attack rolls, saves, ability checks, skill checks, and damage.

Elemental Shield (V): Ring of fire damages attackers and grants caster 50% cold/fire resistance.

Enervation (N): Target temporarily loses 1d4 levels.

Evard's Black Tentacles (C): Traps and attacks enemies with tentacles.

Fear (N): Causes fear in enemies.

Greater Invisibility (I): Target is invisible, even when attacking or casting spells.

Ice Storm (V): Inflicts 3d6 bludgeoning and 2d6 cold damage.

Isaac's Lesser Missile Storm (V): Inflicts 1d6 damage/missile; 1 missile/ level.

Lesser Globe of Invulnerability (A): Protects caster from all 3rd-level and lower spells.

Lesser Spell Breach (A): Strips an enemy mage of up to three defenses.

Phantasmal Killer (I): Kills the target.

Polymorph Self (T): Caster shapechanges into a monster

Remove Curse (A): Removes all curses from target.

Shadow Conjuration (I): Casts shadowy version of one of a variety of spells.

Stoneskin (A): Caster receives 10/adamantine damage reduction.

Summon Creature IV (C): Summons an appropriate creature.

Wall of Fire (V): Flaming wall inflicts 2d6 + level fire damage. Undead take double damage.

5TH-LEVEL

Bigby's Interposing Hand (V): Hand provides cover against one opponent, who suffers -10 attack penalty.

Cloudkill (C): Kills weaker creatures.

Cone of Cold (E): Cone deals 1d6 cold damage/ level.

Dismissal (A): Dispels the target's summoned companions.

Dominate Person (E): Caster temporarily gains control of target humanoid.

Feeblemind (D): Target suffers 1d4 points of Int and Cha damage/4 levels.

Firebrand (V): Balls of flame (1/level) explode for 1d6 fire damage/ level each.

Greater Fireburst (V): Nearby creatures take 1d8 fire damage/level (maximum 15d8).

Hold Monster (E): Paralyzes target.

Lesser Mind Blank (A): Protects target from mind-affecting spells and removes any currently in effect.

Lesser Planar Binding (C): Control or summon a weak outsider.

Lesser Spell Mantle (A): Absorbs up to 1d6 + 6 spell levels.

Mestil's Acid Sheath (V): Creature striking the caster takes 1d6 +2/level acid damage.

Mind Fog (E): Those within fog suffer -10 to Will saves.

Shroud of Flame (V): Target encased in flames, burning it and possibly nearby creatures.

Summon Creature V (C): Summons an appropriate creature.

Vitriolic Sphere (C): Huge acid explosion deals acid damage for several rounds.

6TH-LEVEL

Acid Fog (C): Slows creatures within fog and deals acid damage.

Bigby's Forceful Hand (V): Hand pushes target away.

Chain Lightning (V): Blasts target for 1d6 electricity damage/level; secondary bolts.

Circle of Death (N): Kills 1d4 creatures/level.

Disintegrate (T): Ray deals 2d6 damage/level.

Ethereal Visage (A): Caster receives 20/+3 damage reduction and is protected from all 2nd-level and lower spells.

Flesh to Stone (T): Target turned to stone.

Globe of Invulnerability (A): Protects caster from all 4th-level and lower spells.

Greater Dispel Magic (A): Ends powerful magical effects.

Greater Heroism (E): Target receives +1/level temporary hit points and +4 to hit, and on saves and skill checks.

Greater Spell Breach (A): Strips an enemy mage of up to six magical defenses.

Greater Stoneskin (T): 20/adamantine damage reduction.

Isaac's Greater Missile Storm (V): One missile (3d6 damage)/level randomly hits enemies.

Legend Lore (D): Greatly improves Lore skill checks for a long time.

Planar Binding (C): Summon or control an outsider.

Stone Body (T): Caster receives +4 Str, -4 Dex, damage reduction 10/adamantine, 50% movement penalty, immunity to many negative effects, and takes 1/2 damage from acid and fire.

Stone to Flesh (T): Restores petrified target.

Summon Creature VI (C): Summons an appropriate creature.

Tenser's Transformation (T): Caster becomes physically powerful.

True Seeing (D): Caster sees through Ethereal and Invisibility effects.

Undeath to Death (N): Slays many undead creatures.

7TH-LEVEL

Banishment (A): Destroys many summoned creatures.

Bigby's Grasping Hand (V): Hand provides cover, pushes, or grapples.

Control Undead (N): Dominates one undead creature.

Delayed Blast Fireball (V): More powerful fireball that can be used as a trap.

Energy Immunity (A): Grants target immunity to one energy type.

Ethereal Jaunt (T): Enemies cannot detect the caster until he performs a hostile action.

Finger of Death (N): Target dies.

Greater Shadow Conjuration (I): Casts shadowy version of one of a variety of powerful spells.

Mass Hold Person (E): Paralyzes many enemies.

Mass Invisibility (I): Party becomes invisible.

Mordenkainen's Sword (T): Summons powerful, floating sword that fights enemies.

Prismatic Spray (V): Randomly afflicts many enemies.

Shadow Shield (I): Caster receives +5 AC, 10/+3 damage reduction, and immunity to death and negative energy effects.

Spell Mantle (A): Absorbs up to 1d8 + 8 spell levels.

Summon Creature VII (C): Summons an appropriate creature.

8TH-LEVEL

Bigby's Clenched Fist (V): Each round, summoned fist inflicts 1d8 + 11 damage and stuns target.

Blackstaff (E): Quarterstaff becomes +4 weapon and casts dispel magic on any creature it strikes.

Create Greater Undead (N): Summons powerful undead minion.

Greater Planar Binding (C): Paralyzes outsider or summons a powerful outsider.

Horrid Wilting (N): Inflicts 1d6/level negative energy damage.

Incendiary Cloud (V): Fiery cloud inflicts 4d6 fire damage to all within.

Iron Body (T): Caster receives +6 Str, -6 Dex, damage reduction 15/adamantine, 50% movement penalty, immunity to many negative effects, and takes 1/2 damage from acid and fire.

Mass Blindness and Deafness (I): Nearby enemies are struck blind and deaf.

Mass Charm Monster (E): Nearby creatures view caster more favorably.

Mind Blank (A): Nearby allies receive immunity to mind-affecting spells and effects.

Polar Ray (V): Inflicts 1d6 cold damage/level.

Power Word, Stun (D): Automatically stuns target.

Premonition (D): Caster receives damage reduction 30/+5.

Protection from Spells (E): Caster receives +8 on saves against spells.

Summon Creature VIII (C): Summons an appropriate creature.

Sunburst (V): Brilliant explosion that can blind enemies and inflicts 1d6 damage/level to all undead creatures.

9TH-LEVEL

Bigby's Crushing Hand (V): Large hand provides cover, pushes, or crushes foes.

Dominate Monster (E): Controls target monster.

Energy Drain (N): Target temporarily loses 2d4 levels.

Etherealness (T): Enemies cannot detect the party until any member performs a hostile action.

Gate (C): Summons a Balor.

Greater Spell Mantle (A): Absorbs up to 1d12 + 10 spell levels.

Mass Hold Monster (E): Paralyzes nearby enemies.

Meteor Swarm (V): Meteors strike enemies in area, inflicting 20d6 damage.

Mordenkainen's Disjunction (A): Very powerful version of Dispel Magic.

Power Word, Kill (D): Kills creature with less than 100 hit points.

CLASS FEATURES

Bonus Feats: At 5th, 10th, 15th and 20th level, a wizard gains a bonus feat. At each such opportunity, they can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

Familiar: A wizard has the chance to gain a familiar.

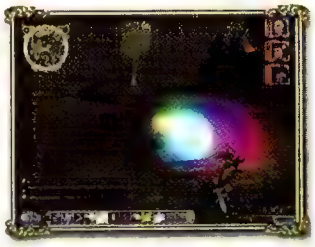
Spellbook: A wizard must study their spellbook each day to prepare their spells. They cannot prepare any spell not recorded in their spellbook. A wizard begins play with a spellbook containing all 0-level wizard spells (except those from the prohibited school of magic), plus three 1st-level spells of your choice. For each point of Int bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, they gain two new spells of any spell level or levels that they can cast for the spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks (or scrolls) to their own.

GAMEPLAY COMMENTARY

Wizards have the potential to become the most powerful spellcasters in NWN2. With the ability to cast more spells than any other class in the game you can always have the proper spells prepared for every major encounter the game has to offer. The only downside to a wizard, obviously, is their weak build, low HP and almost nonexistent melee combat ability.

Intelligence is their primary stat, so youll want it no less than 17. Dex is important because it will boost your AC and Con will keep you from near death experiences after every encounter. If you can get your Con up to the +3 bonus range, combined with the Toughness feat, you'll have all the defense a wizard will ever need.

Wizards make great crafters, especially since they have so few class skills to spend their skill points on outside of Concentration, Lore and Spellcraft. Boost up your crafting early and don't overlook the Wizard's Apprentice background ability for even more of a boost.



MULTICLASS & PRESTIGE CLASS TIPS

Like sorcerers, wizards are usually don't give up their spell progression by multiclassing. Many prestige classes offer the wizard a chance to expand into a new realm, however. Arcane archer, pale master, and eldritch knight give a wizard more combat presence while the path of an arcane trickster offers rogue-like skills to an enterprising wizard.

Arcane Archer

Background

Master of the elven warbands, the arcane archer is a warrior skilled in using magic to supplement one's combat prowess. Beyond the woods, arcane archers are renown throughout entire kingdoms for their supernatural accuracy with a bow and their ability to imbue their arrows with magic. In a group, they can strike fear into an entire enemy army.Fighters, rangers, paladins, and barbarians become arcane archers to add a little magic to their combat abilities. Conversely, wizards and sorcerers may take this prestige class to add combat capabilities to their repertoire. Monks, clerics, druids, rogues, and bards rarely become arcane archers.

PREREQUISITES

Race:	Elf, Half-Elf
Base Attack Bonus:	+6
Feats:	Weapon Focus (longbow), Weapon Focus (shortbow), Point Blank Shot
Spellcasting:	Ability to cast arcane spells

CLASS STATISTICS

HP @ Level-Up:	8
Base Attack Bonus:	High
High Saves:	Fortitude, Reflex
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Shields (no Tower Shields)
Skill Points @ Level-Up:	4 + Int modifier
Class Skills:	Craft Alchemy, Craft Weapon, Heal, Hide, Listen, Move Silently, Spot, Survival

CLASS FEATURES

Enhance Arrow: Beginning at 1st level, the arcane archer imbues every arrow they fire with an enhancement bonus. This bonus is +1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level.

Imbue Arrow: Three times per day, a 2nd-level arcane archer may choose to fire a special arrow imbued with the fireball spell. When the arrow hits its target, the fireball spell detonates from that point, inflicting damage as per the spell as though it were cast by a wizard of the arcane archer's class level.

Seeker Arrow: Once per day, a 3rd-level arcane archer may fire an arrow that unerringly flies to its target, ignoring any and all cover, concealment, or other factors. When this ability is used, no attack roll is made; the target is automatically hit and takes damage as normal. At 6th level, this ability may be used twice per day.

Hail of Arrows: At 8th level, the arcane archer gains the ability to perform this special ability, which automatically fires one arrow at every target within range as a full-round action. This ability may be used once per day.

Arrow of Death: The pinnacle of the arcane archer's ability, at 10th level, one may fire a special arrow, imbued with powerful necromantic magic. If the target is hit, it must immediately make a Fortitude save (DC 20) or be slain. Even if it passes its saving throw, it takes damage from the arrow as normal. This ability may be used once per day.

Arcane Archer

Arcane Trickster

Background

Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief. They are among the most adaptable of adventurers. Arcane spellcasting and the sneak attack ability are needed to qualify for this class, making it a natural choice for multiclass wizard/rogues or sorcerer/rogues. Assassins occasionally opt for this class, but usually only if they already have wizard or sorcerer levels.

PREREQUISITES

Alignment:	Any non-lawful
Skills:	Lore 7, Disable Device 7, Tumble 7, Spellcraft 4
Spellcasting:	Ability to cast arcane spells of 3rd level or higher
Special:	Sneak Attack +2d6

CLASS SUMMARY

HP @ Level-Up:	4
Base Attack Bonus:	Low
High Saves:	Reflex, Will
Weapon Proficiencies:	None
Armor Proficiencies:	None
Skill Points @ Level-Up:	4 + Int modifier
Class Skills:	Appraise, Bluff, Concentration, Craft Alchemy, Craft Trap, Craft Weapon, Diplomacy, Disable Device, Hide, Listen, Lore, Move Silently, Open Lock, Parry, Search, Set Trap, Sleight of Hand, Spellcraft, Spot, Taunt, Tumble

CLASS FEATURES

Spells Per Day/Spells Known: When a new arcane trickster level is gained, the character gains new spells per day (and spells known, if applicable) as though he had gained a level in whatever arcane spellcasting class gave him access to 3rd-level arcane spells. If the character has more than one applicable arcane spellcasting class, he must pick one to improve.

Pilfer Magic: At first level, once per day, the arcane trickster can dispel a magical effect on a target and receive statistical bonuses from it. The ability is a touch attack "lesser" dispel that affects the most powerful effect currently on the target. If successful, the effect vanishes from the target and the arcane trickster receives +2 bonus to attack rolls and all saving throws for the next 10 rounds. He can use this ability twice per day at 5th level and three times per day at 9th level.

Sneak Attack: At every even-numbered level (2nd, 4th, 6th, 8th, 10th), the arcane trickster gains an additional +1d6 to his sneak attack damage. This ability stacks with sneak attack dice from other classes.

Impromptu Sneak Attack: Once per day, a 3rd-level arcane trickster can use this ability to deny an enemy his Dexterity bonus to AC for one round, allowing the target to be sneak attacked. The arcane trickster gains an additional daily use of this ability at 7th level, and again at 9th level.

Arcane Trickster

Assassin

Background

The assassin is the master of dealing quick, lethal blows. Assassins often function as spies, informants, killers for hire, or agents of vengeance. Their training in anatomy, stealth, poison, and the dark arts allows them to carry out missions of death with shocking, terrifying precision.Most rogues, monks, and bards who choose this class become examples of the classic assassin skulking in the shadows with a blade carrying certain death. Fighters, ex-paladins, rangers, druids, and barbarians operate as warrior assassins, with as much ability to kill in combat as from the shadows. Sorcerers, wizards, and clerics may be the most terrifying assassins of all, for with their spells they can infiltrate and slay with even greater impunity.

PREREQUISITES

Alignment:	Any evil
Skills:	Hide 8, Move Silently 8

CLASS STATISTICS

HP @ Level-Up:	6
Base Attack Bonus:	Medium
High Saves:	Reflex
Weapon Proficiencies:	Simple Weapons
Armor Proficiencies:	Light Armor
Skill Points @ Level-Up:	4 + Int modifier
Class Skills:	Bluff, Craft Alchemy, Craft Trap, Craft Weapon, Diplomacy, Disable Device, Hide, Intimidate, Listen, Move Silently, Open Lock, Parry, Search, Set Trap, Sleight of Hand, Spot, Tumble, Use Magic Device

CLASS FEATURES

Death Attack: At first level, the assassin can make a special sneak attack called the death attack. This functions exactly like the rogue's sneak attack ability, except that the attack has a chance of paralyzing the target. The assassin's death attack inflicts an extra 1d6 points of damage. This bonus rises to +2d6 at 3rd level, +3d6 at 5th level, +4d6 at 7th level, and +5d6 at 9th level.

Poison Resistance: The assassin's expertise with deadly toxins gives them a natural resistance to poisons of all types. The assassin gains a +1 bonus on Fortitude saves against poison at 2nd level. This bonus increases to +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level.

Spells: At 2nd level, the assassin gains the ability to cast ghostly visage once per day. At 5th level, the assassin gains the ability to cast darkness once per day. At 6th level, the assassin gains the ability to cast invisibility once per day. At 9th level, the assassin gains the ability to cast improved invisibility once per day.

Uncanny Dodge: At 2nd level, the assassin retains his Dexterity bonus to AC even when caught flat-footed.

Improved Uncanny Dodge: At 5th level, the assassin can no longer be sneak attacked except by a rogue four or more levels higher than him.

Hide in Plain Sight: At 8th level, the assassin may enter stealth mode even while being observed.

Assassin

Blackguard

Background

A blackguard epitomizes evil. Consorting with demons and devils while serving dark deities, the blackguard is hated and feared by all. The blackguard has many options available to him—sending forth dark minions and servants to do his bidding, attacking with stealth and honorless guile, or straightforward smiting of the forces of good that stand in his way. Therefore, almost any class is suited to take the blackguard prestige class.

PREREQUISITES	
Alignment:	Any evil
Base Attack Bonus:	+6
Skills:	Hide 5
Feats:	Cleave, Power Attack

CLASS STATISTICS	
HP @ Level-Up:	10
Base Attack Bonus:	High
High Saves:	Fortitude
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Heavy Armor, Shields (no Tower Shields)
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Concentration, Craft Armor, Craft Trap, Craft Weapon, Diplomacy, Heal, Hide, Intimidate, Lore, Parry

CLASS FEATURES

Smite Good: Once a day, a blackguard of 2nd level or higher may attempt to smite a good-aligned enemy with one normal melee attack. The blackguard Charisma bonus to the attack roll and adds 1 extra point of damage per class level.

Spells: At 2nd level, the blackguard gains the ability to cast bull's strength once per day. At 6th level, he may also cast inflict serious wounds once per day. At 7th level, the blackguard gains the ability to cast contagion once per day, and at 8th level, he may cast inflict critical wounds once per day.

Dark Blessing: At 2nd level, the blackguard adds his Charisma bonus to all saving throws.

Aura of Despair: Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Turn Undead: At 3rd level, the blackguard gains the ability to turn or destroy undead as a paladin of his class level.

Create Undead: At 3rd level, the blackguard can use create undead as a spell-like ability once per day.

Sneak Attack: At 4th level, the blackguard gains the sneak attack ability. This ability functions exactly like the rogue ability of the same name. The bonus damage is +1d6 at 4th level, +2d6 at 7th level, and +3d6 at 9th level.

Summon Fiend: At 5th level, the blackguard can summon a fiendish ally in much the same way a wizard summons a familiar.

Blackguard

Divine Champion

Background

A divine champion is the strong arm of one's deity. They serve as a guardian of holy sites, a protector of pilgrims, and a leader of crusaders. Though paladins fill these roles in many good-aligned churches, a divine champion can take up the banner of any deity, regardless of alignment or ethos. Rivalries between divine champions of opposing faiths have been the stuff of legends told by bards for centuries. These holy warriors are loved by their patron's worshippers and hated by the church's enemies in equal measure. Most divine champions come from a combat or militant background. Barbarians, fighters, paladins and rangers are the most common candidates, though monks, clerics and the more militant druids frequently pursue this path as well.

PREREQUISITES

Feats:	Weapon Focus in any melee weapon
Base Attack Bonus:	+7

CLASS STATISTICS

HP @ Level-Up:	10
Base Attack Bonus:	High
High Saves:	Fortitude, Reflex
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	None
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Craft Alchemy, Craft Armor, Craft Trap, Craft Weapon, Lore, Parry

CLASS FEATURES

Lay on Hands: Once per day, a 1st-level divine champion may lay on hands to heal damage equal to his Charisma bonus x his divine champion level. If the character already has a lay on hands ability (for example, thanks to paladin levels), his divine champion level and class level give enable the lay on hands ability to stack.

Bonus Feat: At 2nd level, the divine champion may select a bonus feat from the following list: Blind-Fight, Combat Expertise, Dodge, Exotic Weapon Proficiency, Extra Turning, Improved Combat Expertise, Improved Critical (any), Improved Initiative, Improved Parry, Improved Focus (any). At his 4th, 6th, 8th and 10th levels, the divine champion may choose another bonus feat from this list.

Sacred Defense: A divine champion of second level gains a +1 sacred bonus on all saves, this bonus increases to +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level.

Smite Infidel At 3rd level, the divine champion gains the ability to smite infidels. This ability functions just like the smite good or smite evil abilities of other classes, but it may be used against any creature who's alignment differs from that of the divine champion. If the divine champion accidentally attempts to smite a creature of the same alignment as himself, the effect fails and his smite attempt is wasted for the day. This ability may be used once per day.

Divine Wrath: At 5th level, once per day, the divine champion is capable of channeling the awesome fury of his patron deity, granting him considerable bonuses in combat. He gains damage reduction 5/- and a +3 sacred bonus on attack rolls, weapon damage, and saving throws. The divine fury lasts for one round per point of Charisma bonus the divine champion has.

Divine Champion

Duelist

Background

The duelist is a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier. Duelists always take full advantage of their quick reflexes and wits in a fight. Rather than wearing bulky armor, a duelist feels the best way to protect oneself is not to get hit at all. Duelists are most often fighters or rangers, but rogues and bards are also common. Wizards, sorcerers, and monks make surprisingly good duelists due to their classes' lack of reliance on armor.

PREREQUISITES	
Base Attack Bonus:	+6
Skills:	Parry 5, Tumble 5
Feats:	Dodge, Mobility, Weapon Finesse

CLASS STATISTICS	
HP @ Level-Up:	10
Base Attack Bonus:	High
High Saves:	Reflex
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	None
Skill Points @ Level-Up:	4 + Int modifier
Class Skills:	Bluff, Craft Weapon, Listen, Parry, Spot, Taunt, Tumble

CLASS FEATURES

Canny Defense: When not wearing armor or using a shield, the duelist adds one's intelligence bonus to one's AC, with a maximum bonus equal to their duelist level

Improved Reaction: At 2nd level, the duelist can improve their speed and reaction time, triggering the equivalent of the haste spell as if cast by a sorcerer of the duelist's class level. This ability can be used once per day at 2nd level, three times per day at 4th level, 4 times per day at 6th level, 5 times per day at 8th level, and 6 times per day at 10th level.

Enhanced Mobility: At 3rd level, the duelist gains an additional +4 dodge bonus to AC against attacks of opportunity provoked by movement. This bonus stacks with that granted by the Mobility feat.

Grace: At 4th level, the duelist gains a +2 bonus on Reflex saves.

Precise Strike: At 5th level, the duelist's skill and precision allow them to inflict much more grievous wounds than their weapon might suggest. Whenever the duelist attacks with a light or one-handed piercing weapon, they add 1d6 to their damage. This bonus increases to 2d6 at 10th level.

Flourish: A 6th-level duelist can make an impressive, flashy attack with a light or one-handed piercing weapon that catches their foe off guard. This attack deals 2d6 additional points of piercing damage. There is no limit to the number of times per day the duelist may use this ability, but a 30-second "cool down" period is required between uses.

Elaborate Parry: At 7th level, the duelist masters the art of defense with their blade. Whenever one wields a light or one-handed piercing weapon, one adds their duelist level to Parry checks.

Deflect Arrows: A 9TH-level duelist gains Deflect Arrows as a bonus feat.

Duelist

Dwarven Defender

Background

The dwarven defender is a sponsored champion of a dwarven cause, a dwarf aristocrat, a dwarven deity, or the dwarven way of life. As the name might imply, this character is a skilled combatant trained in the arts of defense. A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone—and much more dangerous. Most dwarven defenders are fighters, paladins, rangers, or clerics, although ex-barbarians, sorcerers, wizards, and druids can certainly all benefit from the defensive capabilities of this prestige class. Rogues, bards, and monks usually depend too heavily on mobility to use the abilities of the dwarven defender class to their fullest.

PREREQUISITES

Race:	Dwarf
Alignment:	Any lawful
Base Attack Bonus:	+7
Feats:	Dodge, Toughness

CLASS STATISTICS

HP @ Level-Up:	12
Base Attack Bonus:	High
High Saves:	Fortitude, Will
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Heavy Armor, Shields (not Tower Shields)
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Craft Alchemy, Craft Armor, Craft Weapon, Listen, Parry, Spot

CLASS FEATURES

Improve Defense: The dwarven defender receives a +1 dodge bonus to AC at 1st level. This bonus improves by an additional +1 at 4th, 7th, and 10th level.

Uncanny Dodge: At 2nd level, the dwarven defender retains the Dexterity bonus to AC even when caught flat-footed.

Trap Sense: At 4th level, the dwarven defender gets a +1 Reflex bonus against all traps. At 9th level this bonus increases by an additional +1.

Damage Deduction: At 6th level, the dwarven defender gains DR 3/-. This increases to DR 6/- at 10th level.

Improved Uncanny Dodge: At 6th level, the dwarven defender can no longer be sneak attacked except by a rogue 4 or more levels higher than him.

Dwarven Defender

Eldritch Knight

Background

Studying the martial and arcane arts to equal degrees, the eldritch knight is a versatile combatant who can cast a fireball on her foes or charge them with sword drawn. Eldritch knights split their time between physical training to become better soldiers and arcane study to learn more powerful spells. They tend to be driven individuals, because simultaneously perfecting their spellcasting and combat prowess requires immense time and effort. Every would-be eldritch knight must demonstrate both skill with a broad array of weapons and mastery of the basics of arcane spellcasting. Thus, almost all eldritch knights are multiclass characters already, with fighter/wizard the most common.

PREREQUISITES

Feats:	Weapon Proficiency (Martial)
Spellcasting:	Must be able to cast 3rd-level arcane spells

CLASS STATISTICS

HP @ Level-Up:	6
Base Attack Bonus:	High
High Saves:	Fortitude
Weapon Proficiencies:	Simple Weapons
Armor Proficiencies:	Light Armor
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Concentration, Craft Alchemy, Craft Armor, Craft Trap, Craft Weapon, Lore, Parry, Spellcraft

Eldritch Knight

CLASS FEATURES

Bonus Feats: The eldritch knight gains Combat Casting and Skill Focus (Concentration) at 1st level.

Arcane Spellcasting: At each level (except 1st level) an eldritch knight gains new spells per day, plus another effective casting level, as if they progressed in an arcane spellcasting class that he had prior to becoming an eldritch knight. If a character has multiple arcane spellcasting classes when becoming an eldritch knight, they must choose which arcane spellcasting class will benefit from all levels of eldritch knight.

Frenzied Berserker

Background

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berserker. Unlike most other characters, frenzied berserkers do not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses—it is the thrill of combat that draws a berserker in. The insanity of battle is much like an addictive drug—one must constantly seek out more conflict to feed one's craving for battle. Because of their traditional love for battle, barbarians most frequently adopt this prestige class. Spellcasting characters almost never become frenzied berserkers.

PREREQUISITES	
Alignment:	Any non-lawful
Base Attack Bonus:	+6
Feats:	Cleave, Great Cleave, Power Attack

CLASS STATISTICS	
HP @ Level-Up:	12
Base Attack Bonus:	High
High Saves:	Fortitude
Weapon Proficiencies:	None
Armor Proficiencies:	None
Skill Points @ Level-Up:	2 + Int Modifier
Class Skills:	Intimidate, Parry

CLASS FEATURES

Deathless Frenzy: At 4th level, when the frenzied berserker is frenzying he has the equivalent of the 4th level cleric spell death ward in place. The frenzied berserker is immune to any death spells, spell-like abilities, and death effects.

Die Hard: A 1st-level frenzied berserker gains Die Hard as a bonus feat.

Supreme Cleave: At 2nd level, whenever the frenzied berserker drops an opponent in melee, he gains two cleave attacks against an adjacent foe instead of one.

Improved Power Attack: At 5th level, when the frenzied berserker uses the Power Attack feat, he gains a +5 damage bonus instead of +3. When he uses Improved Power Attack, his damage is +9 instead of +6. This ability does not change the penalties incurred on the attack role (-3 and -6, respectively).

Inspire Frenzy: Once per day at 6th level, the frenzied berserker may cause all of his allies to gain the effects of his frenzy ability. If the frenzied berserker has the greater frenzy ability his companions gain the benefits of a greater frenzy as well.

Greater Frenzy: At 7th level, the frenzied berserker gains a +10 bonus to Strength while frenzying instead of a +6.

Supreme Power Attack: At 10th level, when the frenzied berserker uses the Power Attack feat, he gains a +6 damage bonus instead of +3. When he uses Improved Power Attack, his damage bonus is +12 instead of +6. This ability does not change the penalties incurred on the attack role (-3 and -6, respectively).

Frenzied Berserker

Harper Agent

Background

The semi-secret organization known as the Harpers has members scattered all across the region. These individuals are dedicated to battling evil, discovering and preserving forgotten lore, and maintaining the balance between nature and civilization. Harper agents are the "field agents" of the Harper organization, acting directly to gather intelligence and eliminate threats to the greater good. Equally adept at operating alone or in small groups, Harper agents display a versatility that few others can match. Bards are the most common candidates for the Harper agent prestige class, but they are by no means the only qualified characters. Rangers, rogues, sorcerers, and wizards all possess the diversity of skill and ability necessary to become Harper agents.

PREREQUISITES

Alignment:	Any non-evil
Feats:	Alertness, Iron Will
Skills:	Diplomacy 8, Lore 4, Survival 2
Spellcasting:	You must have at least one level of a spellcasting class to become a Harper agent

CLASS STATISTICS

HP @ Level-Up:	6
Base Attack Bonus:	Medium
High Saves:	Will
Weapon Proficiencies:	Simple Weapons
Armor Proficiencies:	Light Armor
Skill Points @ Level-Up:	6 + Int modifier
Class Skills:	Appraise, Bluff, Craft Alchemy, Craft Armor, Craft Trap, Craft Weapon, Diplomacy, Hide, Listen, Lore, Move Silently, Perform, Sleight of Hand, Survival, Taunt, Tumble

CLASS FEATURES

Spells Per Day/Spells Known: Starting at 2nd level and every level after that the Harper agent progresses in a selected spellcasting class. When the player first chooses this prestige class—if they have multiple spellcasting classes—they choose which one they advance in.

Harper Knowledge: Like a bard, a Harper agent has a knack for picking up odds and ends of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper agent has bard levels, the character's Harper agent levels and bard levels stack for bardic knowledge.

Deneir's Eye: At 2nd level, the Harper agent gains a +3 sacred bonus to saving throws against traps. This is a supernatural ability.

Lliira's Heart: At 2nd level, the Harper agent gains a +2 sacred bonus to saving throws against mind-affecting spells. This is a supernatural ability.

Tymora's Smile: At 3rd level, once per day, the Harper agent or a target receives a +2 sacred bonus on all saving throws for five turns. This is a supernatural ability.

Lurue's Voice: At 4th level, the Harper agent may use this ability to cast dominate animal as per the spell, three times a day.

Mystra's Boon: At 5th level, the Harper agent gains a +2 sacred bonus on all saves against spells.

Harper Agent

Neverwinter Nine

Background

The Neverwinter Nine are part of a close circle of bodyguards that protect Lord Nasher and, to a greater extent, Neverwinter itself. The Neverwinter Nine are selfless wardens with powers to shield others from harm and react to danger with equal parts focus and fury. While bodyguards by title, the Neverwinter Nines' abilities aren't strictly defensive; they are trained to kill swiftly, not to endlessly absorb punishment until more help arrives. Members of the Nine come from all walks of life, though the job is most suited for fighters, rangers, paladins, rogues, and monks who have the necessary mix of martial prowess and combat reflexes.

PREREQUISITES

Base Attack Bonus:	+6
Special:	Member of the Neverwinter Nine

CLASS STATISTICS

HP @ Level-Up:	8
Base Attack Bonus:	High
High Saves:	Reflex, Will
Weapon Proficiencies:	None
Armor Proficiencies:	None
Skill Points @ Level-Up:	4 + Int modifier
Class Skills:	Concentration, Craft Alchemy, Craft Armor, Craft Trap, Craft Weapon, Diplomacy, Heal, Intimidate, Listen, Lore, Search, Spot, Parry

CLASS FEATURES

Protective Aura: At 1st level, the Nine gain an aura that grants +2 to all saving throws, +1 deflection bonus to AC for all allies within 10 feet. This bonus does not apply to the Nine, only to his allies. At 4th level, this bonus increases to +3 saving throws, +2 deflection bonus, and the protection extends to allies within 15 feet.

Guarding The Lord: Beginning at 3rd level, the Nine can protect one selected ally within 30 feet. This protection acts as the shield other spell, cast at the Nine's character level. The only difference with the spell is that the target only takes 30% damage (instead of 50%), and the member of the Nine takes half the initial damage rounded down (instead of the remaining). This ability can be used three times per day.

Frantic Reactions: At 3rd level, the Nine can rush across the battlefield and defeat enemies plaguing his allies. This translates to a +10% increase in movement speed, +2 bonus to AC against attacks of opportunity provoked by movement and a +2d6 sneak attack damage.

All-Out Assault: At 5th level, the Nine can concentrate for a round and focus his strength, making all of his melee attacks for the next three rounds inflict maximum damage. However, at the end of each of these three rounds, the Nine takes 10 points of damage from the incredible drain. This ability can be used once per day.

Neverwinter Nine

Pale Master

Background

Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own. Many pale masters still end up supplementing their arcane power with levels of divine magic. The mixture of "pale lore" and clerical abilities to sway, create, command and destroy undead can be a potent one.

PREREQUISITES

Alignment:	Any non-good
Spellcasting:	Ability to cast 3rd-level arcane spells

CLASS STATISTICS

HP @ Level-Up:	6
Base Attack Bonus:	Low
High Saves:	Fortitude, Will
Weapon Proficiencies:	None
Armor Proficiencies:	None
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Concentration, Craft Alchemy, Craft Trap, Craft Weapon, Diplomacy, Heal, Hide, Listen, Lore, Move Silently, Spellcraft

CLASS FEATURES

Spells Per Day/Spells Known: When a new, odd-numbered pale master level is gained, the character gains new spells per day as though he had gained a level in whatever arcane spellcasting class gave him access to 3rd-level arcane spells. If the character had more than one applicable arcane spellcasting class, he must pick one to improve.

Bone Skin: At 1st level, the pale master's tough, cadaverous flesh gives him a +2 natural armor bonus to AC. This bonus increases to +4 at 4th level and +5 at 8th level.

Animate Dead: A 2nd-level pale master can use the animate dead as a spell-like ability once per day.

Darkvision: At 3rd level, the pale master gains the ability to see in the dark.

Summon Undead: At 4th level, the pale master can use summon undead as a spell-like ability once per day.

Deathless Vigor: At 5th level, the pale master becomes preternaturally tough and resilient. He gains 3 additional hit points per level. These extra hit points are retroactive, just like extra hit points from an improved Constitution.

Undead Graft: At 6th level, the pale master performs a horrific operation that replaces one of his arms with a supernaturally-animated, undead appendage. The pale master may make a touch attack with this arm that paralyzes the target twice per day. At 8th level, the pale master may use this touch attack three times per day. At 10th level, the pale master's undead graft touch attack kills the target if it fails its save, instead of paralyzing it.

Tough as Bone: At 7th level, the pale master becomes more and more like one of the implacable undead. He gains immunity to hold, paralysis, and stun effects.

Summon Greater Undead: At 9th level, the pale master can use summon greater undead as a spell-like ability once per day.

Deathless Mastery
At 10th level, the pale master is practically an undead creature himself. He gains immunity to critical hits.

Pale Master

Red Dragon Disciple

Background

It is known that certain dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons irresistibly. These characters becomes dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential. Members of this prestige class draw on the potent blood of red dragons coursing in their veins. Though red dragons are among the most cruel and evil creatures on Faerun, red dragon disciples may be of any alignment.

PREREQUISITES

Class:	Sorcerer, Bard
Skills:	Lore 8

CLASS STATISTICS

HP @ Level-Up:	12
Base Attack Bonus:	Medium
High Saves:	Fortitude, Will
Weapon Proficiencies:	None
Armor Proficiencies:	None
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Concentration, Craft Alchemy, Craft Armor, Craft Trap, Craft Weapon, Diplomacy, Listen, Lore, Parry, Search, Spellcraft, Spot

CLASS FEATURES

Natural Armor Increase: At 1st level, the red dragon disciple's skin toughens and begins to grow scaly, granting him a +1 natural armor bonus to AC. This bonus improves to +2 at 4th level, +3 at 7th level, and +4 at 10th level.

Draconic Ability Scores: As the red dragon disciple's oneness with his draconic blood increases, his ability scores improve significantly. At 2nd level, he gains +2 to Strength. At 4th level, his bonus increases to +4. At 7th level, the red dragon disciple gains a +2 to Constitution, and at 8th level, he gains +2 Intelligence. Finally, at 10th level, he gains an additional +4 bonus to Strength (for a total of +8).

Breath Weapon: At 3rd level, the red dragon disciple gains the ability to breathe a cone of fire that deals 2d10 points of damage to all creatures within its area. This damage increases to 4d10 at 7th level and d10 at 10th level. Targets may make a Reflex save (DC 10 + 1/2 the red dragon disciple's class level + the character's Charisma bonus). This ability may be used once per day.

Blindsense: At 5th level, the red dragon disciple suffers no penalty for fighting in the dark. In addition, all invisible creatures within 30 feet are made visible to the red dragon disciple.

Half-Dragon: At 10th level, the red dragon disciple's transformation is complete. He becomes a half-dragon, and gains darkvision as well as immunity to sleep, paralysis, and fire.

Red Dragon Disciple

Shadow Thief of Amn

Background

The organization known as the Shadow Thieves is the largest and most prosperous thieves' guild in all of Faerûn. Its success is derived from its system of interlocking guilds, each dedicated to the twin goals of profit and power. From the organization's stronghold in Amn, the series of guilds controls the lion's share of all criminal operations along the Sword Coast, and it also reaches into many other parts of Faerûn. As a member of the Shadow Thieves' guild, a Shadow Thief of Amn knows only their own minions, their coworkers, and their superiors. The web of secrecy preserves the organization, because members who are captured can sell out only a few others.

PREREQUISITES	
Skills:	Bluff 3, Hide 8, Intimidate 3, Move Silently 3
Feats:	Stealthy
Special:	Must contact the Shadow Thieves and gain membership to their guild

CLASS STATISTICS	
HP @ Level-Up:	8
Base Attack Bonus:	High
High Saves:	Fortitude, Reflex
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Shields (no Tower Shields)
Skill Points @ Level-Up:	4 + Int modifier
Class Skills:	Craft Alchemy, Craft Weapon, Heal, Hide, Listen, Move Silently, Spot, Survival

CLASS FEATURES

Sneak Attack: Starting at 1st level, the shadow thief gets the sneak attack ability at +1d6 damage. This is the same as the rogue ability of the same name, and its effects stack with that ability. This ability increases by +1d6 at 3rd and 5th level.

Doublespeak: At 1st level, the shadow thief gets a +2 bonus on all Bluff and Diplomacy checks.

Bonus Feat: At 2nd and 4th level the shadow thief gets a bonus feat. This feat can be: Alertness, Blind-Fight, Combat Expertise, Feint, Lightning Reflexes, Nimble Fingers, Skill Focus, Silent Spell, Still Spell, Track, Weapon Finesse, Weapon Focus.

Uncanny Dodge: At 2nd level the shadow thief retains their Dexterity bonus to AC even when caught flat-footed.

Reputation: At 3rd level, the shadow thief gets a 10% discount from all merchants and an additional +2 bonus on all Bluff, Intimidate, and Diplomacy checks because of their reputation.

Improved Uncanny Dodge: At 5th level, the shadow thief can no longer be sneak attacked except by a character with 4 more total levels in classes that grant sneak attack than the shadow thief's level.

Shadow Thief of Amn

Shadowdancer

Background

Operating in the border between light and darkness, shadowdancers are nimble artists of deception. They are mysterious and unknown, never completely trusted but always inducing wonder when met. Rogues, bards, and monks make excellent shadowdancers, but fighters, barbarians, rangers, and paladins also find that shadowdancer abilities allow them to strike at their opponents with surprise and skill. Wizard, sorcerer, cleric and druid shadowdancers employ the defensive capabilities inherent in the prestige class to allow them to cast their spells from safety and move away quickly. Despite their link with shadows and trickery, shadowdancers are as often good as evil.

PREREQUISITES

Skills:	Move Silently 8, Hide 10, Tumble 5
Feats:	Dodge, Mobility

CLASS STATISTICS

HP @ Level-Up:	8
Base Attack Bonus:	Medium
High Saves:	Reflex
Weapon Proficiencies:	Simple Weapons
Armor Proficiencies:	Light Armor
Skill Points @ Level-Up:	6 + Int modifier
Class Skills:	Bluff, Craft Trap, Diplomacy, Hide, Listen, Move Silently, Parry, Search, Sleight of Hand, Spot, Tumble

CLASS FEATURES

Hide in Plain Sight: At 1st level, a shadowdancer may attempt to enter stealth mode even while being observed. If the attempt fails, the shadowdancer may try again in 15 seconds.

Darkvision: At 2nd level, the shadowdancer gains darkvision, as the dwarf racial ability.

Evasion: At 2nd level, whenever a shadowdancer succeeds on a Reflex save against any effect that allows a save for half damage (such as a fireball spell), the shadowdancer takes no damage.

Uncanny Dodge: At 2nd level, the shadowdancer always retains his Dexterity bonus to AC, even if caught flat-footed.

Summon Shadow: Once per day, a 3rd-level shadowdancer can use summon shadow as a spell-like ability.

Shadow Daze: Once per day, the shadowdancer may inflict an illusory daze upon a target. This daze lasts for 5 rounds.

Defensive Roll: At 5th level, when a shadowdancer suffers damage from an attack that would put them below 1 HP, they may make a Reflex save to suffer only half damage. This ability is used automatically, but only works once per day.

Improved Uncanny Dodge: A 5th-level shadowdancer cannot be sneak attacked except by a character with four more total levels in classes that grant sneak attack than their character level.

Slippery Mind: At 7th-level, the shadowdancer becomes so cunning and elusive that even their mind is hard to pin down. Whenever the shadowdancer fails a saving throw against an enchantment spell or effect, they may immediately reroll the saving throw once, keeping the better of the two results.

Improved Evasion: At 10th level, the shadowdancer's evasion ability improves. Now, they take only half damage even on failed Reflex saves.

Shadowdancer

Warpriest

Background

Warpriests are fierce, earthy divine spellcasters who pray for peace but prepare for war. Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants. Warpriests are expert of group warfare and have many powers to protect and rally their allies while terrifying their foes. Clerics, druids, rangers and paladins can become warpriests to enhance their party's fighting abilities.

PREREQUISITES

Base Attack Bonus:	+5
Skills:	Diplomacy 8, Spot 5
Feats:	Combat Casting
Spellcasting:	Can cast 4th-level divine spells

CLASS STATISTICS

HP @ Level-Up:	10
Base Attack Bonus:	High
High Saves:	Fortitude
Weapon Proficiencies:	Simple Weapons, Martial Weapons
Armor Proficiencies:	Light Armor, Medium Armor, Heavy Armor, Shields, Tower Shields
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Concentration, Craft Alchemy, Craft Armor, Craft Weapon, Diplomacy, Heal, Intimidate, Lore, Parry, Spellcraft, Taunt

CLASS FEATURES

Divine Spellcasting: At each even-numbered level, warpriests gain new spells per day and an added level of effective spellcasting in whatever divine spellcasting class gave them access to 4th-level divine spells when becoming a warpriest. If a character has multiple classes that give him access to 4th-level divine spells, he must choose which spellcasting class will benefit from warpriest levels when first selecting this prestige class.

War Glory: All allies within 10 feet of the warpriest have +1 to hit, though the warpriest himself does not gain this bonus. All enemies within the same range suffer a -1 morale penalty to saving throws and this penalty cannot be resisted in any way (though leaving the radius instantly cancels the effect). This power is always active.

Inflame: Starting at 2nd level, a warpriest can use this ability to grant himself and all allies within 40 feet a bonus to saving throw versus fear and mind effects for 5 rounds. This bonus is +2 at level 2 and becomes +4 at level 4, +6 at level 6, and +8 at level 10.

Remove Fear: A warpriest may cast the remove fear spell once per day per level of warpriest.

Mass Cure Light Wounds: Upon reaching 3rd level, a warpriest may cast mass cure light wounds once per day as a spell-like ability. The warpriest's class level is used to determine the caster level of this spell.

Fear Aura: At 5th level, a warpriest can create an aura of fear that affects all enemies within 20 feet. Foes must make a Will save (DC 10 + warpriest class level + Cha modifier) or be affected by the fear spell. This power can be used once per day.

Battletide: At 6th level, a warpriest can cast battletide as a spell-like ability once per day. The warpriest's class level is used to determine the caster level of this spell.

Haste: At 7th level, a warpriest can cast haste as a spell-like ability three times per day. The warpriest's class level is used to determine the caster level of this spell.

Mass Heal: At 9th level, a warpriest can cast mass heal as a spell-like ability once per day. The warpriest's class level is used to determine the caster level of this spell.

Implacable Foe: At 10th level, a warpriest can bestow all allies (though not himself) an extra +20 HP. This ability halves the warpriest's movements for 10 rounds. After 10 rounds, all recipients lose 20 HP. This ability may be used once per day.

Warpriest

Weaponmaster

Background

For a weapon master, perfection is found in the mastery of a single melee weapon. A weapon master seeks to unite this weapon of choice with the body, to make them one and to use the weapon as naturally and without thought as any other limb. Monks who follow this path may choose unarmed attacks as their weapon of choice.

PREREQUISITES

Base Attack Bonus:	+5
Feats:	Weapon Focus in a melee weapon, Dodge, Mobility, Combat Expertise, Spring Attack, Whirlwind Attack
Skills:	Intimidate 4

CLASS STATISTICS

HP @ Level-Up:	10
Base Attack Bonus:	High
High Saves:	Reflex
Weapon Proficiencies:	None
Armor Proficiencies:	None
Skill Points @ Level-Up:	2 + Int modifier
Class Skills:	Craft Weapon, Intimidate, Lore, Parry, Taunt

CLASS FEATURES

Weapon of Choice: When a character acquires his first level of weapon master, he must select a single melee weapon type (for example, longsword or dwarven waraxe) as his weapon of choice. His weapon master abilities only function when he has a weapon of that type equipped.

Ki Damage: Once per day, a 1st-level weapon master may choose to make a special attack with his weapon of choice. If this attack hits, it automatically inflicts maximum damage.

Increase Multiplier: At 5th level, the weapon master's critical multiplier with his chosen weapon increases by +1 (i.e. x2 becomes x3, x3 becomes x4).

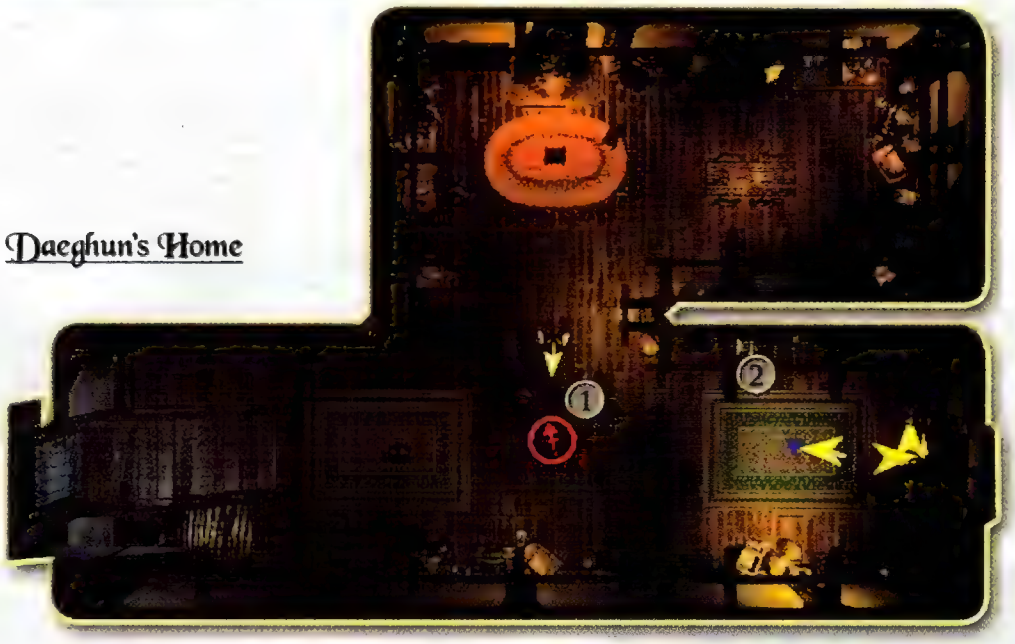
Superior Weapon Focus: A 5th-level weapon master gains Superior Weapon Focus with his weapon of choice as a bonus feat.

Ki Critical: At 7th level, the weapon master increases his threat range by 2 when using his weapon of choice. For example, a longsword normally has a threat range of 19-20. In the hands of a 7th-level weapon master, it threatens on a 17-20. This ability does not stack with the Improved Critical feat or with any spell or effect that increases a weapon's threat range.

Weaponmaster

Walkthrough Tutorial

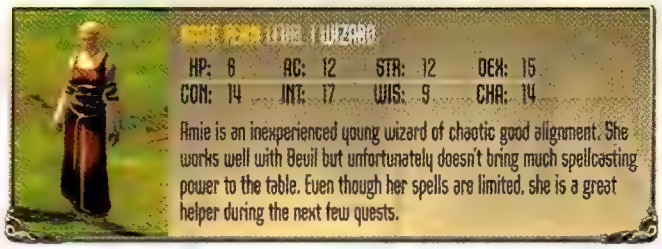
Introduction



Daeghun's Home

1 Daeghun's Home

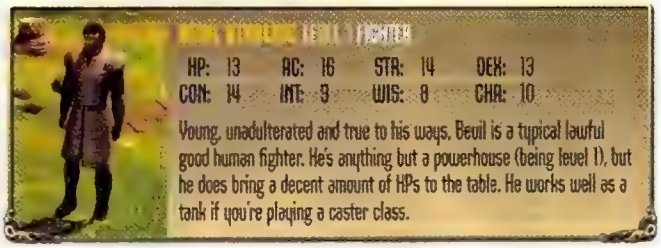
You'll begin in Daeghun's home, where you can choose whether or not you want to play through the NWN2 Tutorial chapter. If you *do* play through you'll get a few choice items along with a solid feel and understanding of the control and interface aspects of the game. This chapter doesn't take long to complete and it serves as a good preface to the story so we highly recommend you complete it.


HP: 6 AC: 12 STR: 12 DEX: 15
CON: 14 INT: 17 WIS: 9 CHA: 14
Amie is an inexperienced young wizard of chaotic good alignment. She works well with Bevil but unfortunately doesn't bring much spellcasting power to the table. Even though her spells are limited, she is a great helper during the next few quests.

2 The Fur Trade

After you grab the **Quest Item: Daeghun's Furs** from the chest near Daeghun, head outside and talk to Bevil and Amie. You'll have several text options, but the end result is always the same; both of them join your group.

New Characters!


HP: 13 AC: 16 STR: 14 DEX: 13
CON: 14 INT: 9 WIS: 8 CHA: 10
Young, unadulterated and true to his ways, Bevil is a typical lawful good human fighter. He's anything but a powerhouse (being level 1), but he does bring a decent amount of HPs to the table. He works well as a tank if you're playing a caster class.

1 ARCHERY COMPETITION

After crossing the bridge and talking to Georg you'll get the breakdown for the Harvest Cup. The first event is the Archery Competition. You'll find it on the outskirts of town, near Daeghun. When you talk to Daeghun he'll prompt you to pick up the Light Crossbow and Bolts from the nearby barrel. After you let off a practice shot on the nearby target, talk to Daeghun again and he'll begin the actual competition. You'll have 10 shots to hit the 10 bottles scattered amongst the crates. After you shoot all 10 (which are hard to miss), talk to Daeghun and you'll get 400 XP for completing the first of four Harvest Fair events.

2 COMPLETE THE FUR TRADE

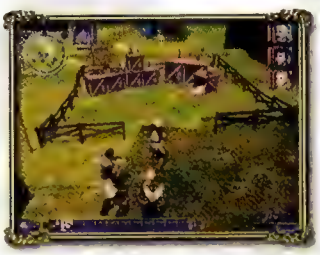
On the way to the next event, talk to Galen the Merchant (only a few steps from Daeghun) and he'll prompt you to trade the Quest Item: Daeghun's Furs for 160 GP. With the money, purchase the Duskwood Bow then immediately bring it to Daeghun for another 400 XP.

3 TOURNEY OF TALENT

Talk with Retta Starling and Amie will automatically enter the Tourney of Talent. Have her cast a summon creature I spell in front of the children, followed by an enlarge person spell on Bevil. After impressing the crowd, target the barrel and cast acid splash to destroy it. Talk with Retta after destroying the barrel and you'll get 400 XP for completing the second of four Harvest Fair events.

4 A MAN AND HIS HOG

Immediately after finishing the Tourney of Talent you'll be approached by Orlen. He wants you to examine Lewy Jons' extraor-



dinarily large prize pig. Upon examination you'll find that the pig is enchanted with a spell, and Lewy Jons is cheating. If you choose to dispel the magic and expose Lewy (Amie can do this for you), you'll get **Pork Jerky** from Orlen as a reward. However, if you let Lewy stay in the contest and "buy you out," you'll get a **Potion of Bless**. Either choice nets you **150 XP**.

5 THE KNAVES CHALLENGE

When you're ready, speak with Tarmas and he'll initiate the Knaves Challenge. If you're a rogue, you'll be able to handle this next sequence on your own. If not, get Kipp (the child) to join your party for this event. He has the skills necessary to complete the tasks with little trouble. You'll find the **Blue Feather** in the woodpile next to the Harvest Brawl. It's trapped; so let Kipp disarm the trap before you grab it. The **White Feather** is in the locked treasure chest between the two houses (near Pitney Lannon), and the **Green Feather** needs to be pick pocketed from the Man in Green. Once you have all three feathers, return to Tarmas and you'll get **400 XP** for completing the third of four Harvest Fair events.

When you're ready, speak with Tarmas and he'll initiate the Knaves Challenge.

6 THE HARVEST BRAWL

Talk to Brother Merring and you'll initiate the last of the four Harvest Fair events, the Harvest Brawl. Grab the three **Training Clubs** from the barrel and equip each of your main characters with one before starting the competition (unless you're a monk, of course). First, you'll face a group of three somewhat noobish competitors who you'll drop with little trouble. After defeating them, rest, then talk to the Mossfelds to fight the current champions. If you want, you can bet 10 GP on the side, even though it's against the rules. (If you do bet, just know that it shifts your alignment ever so slightly toward chaotic). After defeating the Mossfelds, speak with Brother Merring to get **500 XP** for completing the final Harvest Fair event.

After defeating the Mossfelds, speak with Brother Merring to get 500 XP for completing the final Harvest Fair event.

7 THE HARVEST COMPLETION

With all four events completed, run back to Georg and he'll start the congratulatory ceremony on the stage. After the cinema, you'll get **1,000 XP**, the **Harvest Cloak**, and the **Harvest Cup**. The Tutorial is now complete.

Walkthrough: Act 1

Walkthrough: Act 1

West Harbor

1 HARBOR UNDER SIEGE!

This chapter begins with Bevil and Amie charging into your bedroom to let you know that West Harbor is being attacked from all angles. Quickly loot the equipment from the treasure chest beside your bed (the actual items change depending on what class you're playing), and then head out. You may also loot the chest from your father's bedroom. Inside you'll find Arvoreen's Amulet of Aid and an **Exotic Weaponry** manual.

New Enemy!

When you head downstairs you'll be assaulted by a group of three Duergar. Kill them, loot their belongings then proceed outside to speak with Brother Merring. He'll debrief you on the current situation and explain how you should meet up with Georg by the bridge. Before you head out, Brother Merring will cast a beneficial blessing on your entire party. Work your way through the assaulting Duergar then speak with Georg at the bridge.

2 REPORTING FOR DUTY

Georg will report details on the five missing militiamen, then he expects you to find them and rally with him at the wheat fields once they're all healed. You'll find the first of five militiamen, Ward Mossfeld, right next to Georg by the bridge. After speaking with him you'll need to run back to Brother Merring (by Daeghun's home). After you converse with Brother Merring yet again, he'll give you **Swamp Moss x 4**, which can be used to heal the wounds on the various wounded soldiers you find scattered around the town. Below is the list of the various militiamen that you can save, along with what you'll need to do to save them. Remember that you'll earn **50 XP** for every member of the militia that you save.

(A) **Ward Mossfeld:** Found near Georg by the bridge. Give him some Swamp Moss and he'll join up.

(B) **Lazlo Buckman:** You'll find Lazlo fighting Duergar right after you cross the bridge into town. Help him kill the Duergar then talk with him to get his allegiance.

(C) **Ian Harmon:** He's directly across from Lazlo, standing near the entrance to his home. You'll have to convince him to join the militia either through Diplomacy or by Intimidation. If all else fails, smack him a few times and he'll get the message.

Ⓓ **Wyl Mossfeld:** You'll find him near Tarmas. If you've already rescued Ward, tell Wyl you've done so and give him some Swamp Moss to heal his wounds.

Ⓔ **Pierson:** He's hiding inside his house, right behind Wyl Mossfeld. You'll have to break his door down and enter to convince him to join the party. Inside his home you'll find a chest and a desk that can be picked and looted if you have the ability to do so.

Ⓕ **Pitney Lannon:** Pitney is standing near the front stoop of his home. Talk to him and he'll join your cause.

Ⓖ **Webb Mossfeld:** Webb is directly across from Pitney Lannon, in the field fighting enemies. Help him kill the enemies and he'll join your cause.

Ⓗ **Female Militiaman:** She's right next to Tarmas' house, being attacked by Bladelings. Kill the Bladelings and she'll join your cause.

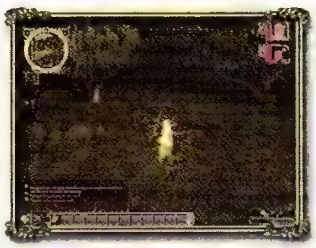
New Enemy!

Somewhere during the rescue process you'll view Tarmas fighting a Githyanki mage. After the cinema, help Tarmas take out the Giant Spiders. If you want, search Tarmas' home to find **Alchemist's Fire x 2**, **Identify Scroll**, Fochluchan Bandore (Mandolin) and **66 GP**.

New Enemy!

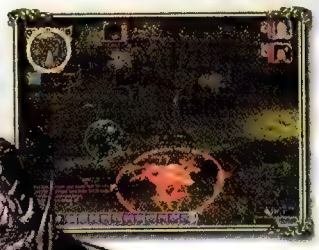
2 DEFENDING THE TOWN

Once you've saved a minimum of five militiamen, rest before talking to Georg to initiate a large battle sequence. Defeat the first two waves of Bladelings and Duergar and you'll be presented with another cinema. You'll be given the choice to either stay and fight the next wave of enemies or go save the children from Retta Starling's house. If you save the children in Retta's house your alignment moves toward good a few notches.



Once the last wave of enemies is defeated and the cinema is completed, ask to stay in the area before heading off to the caves to search for the missing relic. If you stop and talk to Tarmas you'll be able to sell some of the loot you've picked up thus far and make some good coin in the process. To sell items to any shopkeeper just highlight the item and right click it to get the "Sell" option. *(If you have a favorable impression with the shopkeeper you'll get even better prices, so later in the game it's worth searching around.)*

When you're ready to proceed, run to the edge of the map toward the blue-colored icon and you'll be able to access the overworld map. Select "Ruins" and you'll be on your way to the next sequence.



The Swamp Ruins

1 THE PATH TO THE RUINS

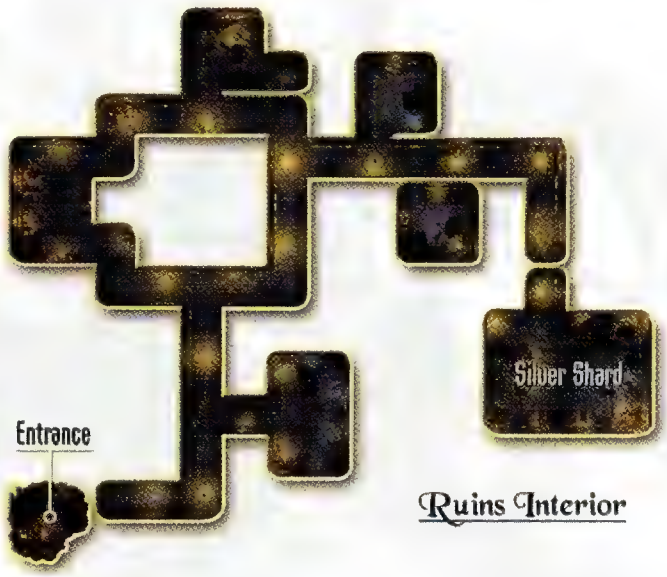
On your way to the ruins you'll have to fight your way through several waves of enemies. You'll encounter Swamp Beetles and Lizardlings, with the occasional camp on the way. Search through the second camp and you'll find a chest containing a nice magic item, Gloves of Concentration.

New Enemies!

2 RUINS INTERIOR

Once inside, proceed down the main hall taking care not to engage too many enemies at once. You shouldn't be getting overwhelmed as long as you stay rested, but if you march Bevil into a room with only half health, it's very possible to lose him. Make sure you rest at the appropriate intervals—it only takes a few seconds! As you progress toward the final chamber, don't forget to search the various side-chambers for treasure. You'll find many non-magical items including bolts, arrows, gems, healer's kits and gold.

When you make it to the last chamber you'll encounter a large congregation of Lizardlings. You'll have several text choices depending on your strengths and your style of play. If you have high Diplomacy or Bluff, you can talk your way out of the fight and loot the treasure chest without so much as a paper cut. If you seek the bonus XP, however, fight the Lizardling Shaman along with his Lizardling guards.

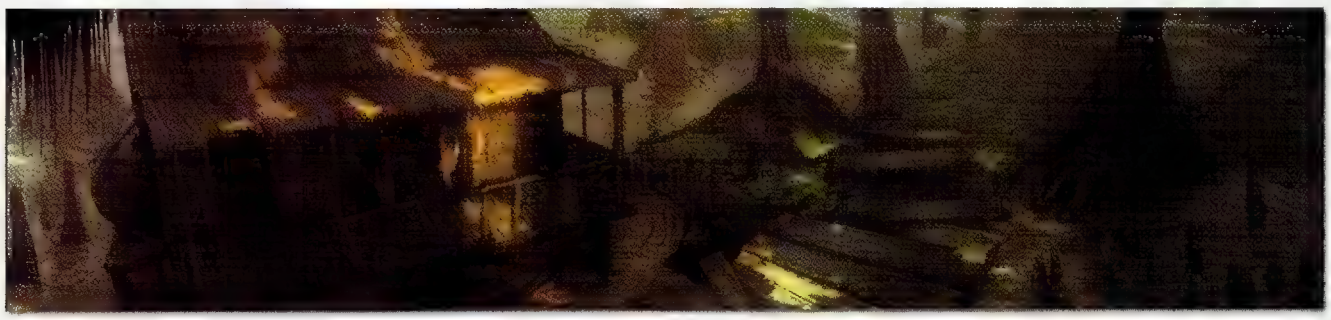


Ruins Interior

When the coast is clear, search the treasure chest in the corner to get Silver Shard: Health Bonus (+10hp). This is the quest item that Daeghun sent you for, so once you grab it, head back to West Harbor and speak with him to view a lengthy series of informative cinemas.

3 SPEAK WITH DAEGHUN

Once you get the new orders from your father, it's best to zip around town and talk to your comrades before heading out for Neverwinter City. Bevil can be convinced to give you **100 GP** with just a little persuasion, and Orlen has a **Potion of Cure Moderate Wounds** that he hands out if you ask him for help. Speak with Tarmas and you can sell any items bogging you down, but don't forget to run a Diplomacy text option to try and get a **Potion of Barkskin** out of him before you leave.



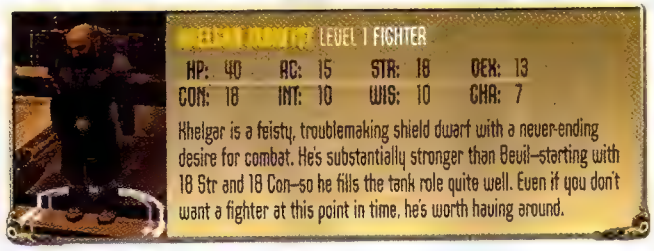
Weeping Willow Inn

1 EXPLORING THE INN

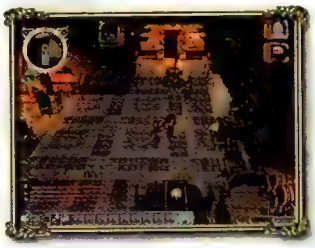
As you approach the Weeping Willow Inn you'll view a short cinema. After the cinema, three Brawlers attack Khelgar. Help him and you'll be treated to another cinema, this time inside the Weeping Willow Inn. After the second ambush, talk to Khelgar and he'll officially join your party.

New Enemy!

New Character!

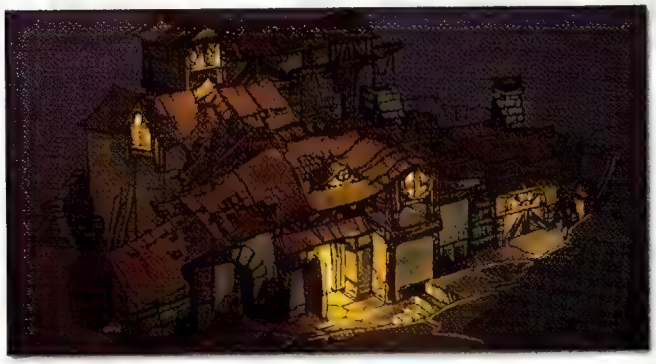

LEVEL 1 FIGHTER
HP: 40 AC: 15 STR: 18 DEX: 13
CON: 18 INT: 10 WIS: 10 CHA: 7
Khelgar is a feisty, troublemaking shield dwarf with a never-ending desire for combat. He's substantially stronger than Bevil—starting with 18 Str and 18 Con—so he fills the tank role quite well. Even if you don't want a fighter at this point in time, he's worth having around.

Before you leave the Weeping Willow, speak with Jorik (behind the bar) and ask to see his goods. You'll find a large assortment of affordable armor, weapons and magic items. This is a good time to upgrade your armor and dump whatever loot you've accumulated through the last few sequences. *(Remember, it's important to keep your inventory somewhat clear so you don't get encumbered!)*



2 GERA'S HUSBAND

Once you clear the area, speak with Gera and she'll tell you about many more Duergar causing trouble upstairs. You can try to finagle some gold out of her, but you'll only anger Khelgar in the process so you're better off doing it pro bono. When you find Zachan, kill the two Bladelings and tell him his wife is downstairs waiting. You'll get 50 XP for saving him along with an additional 150 XP when you return and speak with Gera. Don't forget to search each of the rooms upstairs for assorted treasure items scattered amongst the chests and armoires.



Fort Locke

1 EXPLORING FORT LOCKE

Upon first arrival at Fort Locke, explore the southwestern area and you'll find a Dire Wolf encampment. If you choose to fight, you'll find a corpse with a very, very nice magic greatsword, Gemsword. This is a very high level item, however, and you'll probably have to have it identified in town for 100 GP before reaping its benefits.

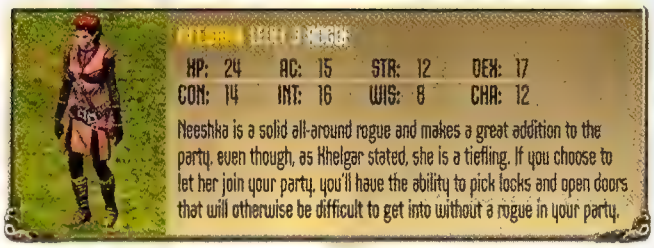
New Enemy!

Proceed forward along the trail and you'll find Galen, yet again, being harassed by his merchants. If you help him out, he'll give you 100 GP. If you turn on him, you can kill both him and his guards to get all their loot. Remember that killing innocent people affects your alignment in a negative way.

As you approach Fort Locke you'll bump into another band of soldiers. This time, they're harassing a young tiefling rogue named Neeshka. If you choose to help her, she will join your party. If not, she'll join anyway.

New Enemy!

New Character!


HP: 24 AC: 15 STR: 12 DEX: 17
CON: 14 INT: 16 WIS: 8 CHA: 12
Neeshka is a solid all-around rogue and makes a great addition to the party, even though, as Khelgar stated, she is a tiefling. If you choose to let her join your party, you'll have the ability to pick locks and open doors that will otherwise be difficult to get into without a rogue in your party.

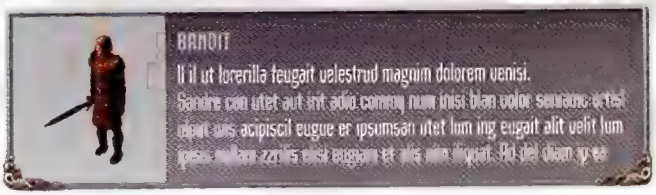
The critical walkthrough continues to the north of Fort Locke, and skips a series of sidequests that substantially enhance your equipment and experience levels. If you want to complete the optional quests, continue forward. If you want to skip ahead and progress via the critical walkthrough, skip to the section of the walkthrough titled "Highcliff."

The Toll Road

1 FIRST ENCOUNTER

Whatever you choose as your first optional quest leading from Fort Locke, you'll be ambushed by a series of bandits claiming to own the roads. When you kill them you'll get **Quest Item: Polished Key** from the Bandit Leader. Use this key on the nearby chest and you'll find some gold along with several nice magic items including Scarab of Protection +1 and Greater Gloves of Concentration. *(Note: When you exit this area you'll continue on to whatever area you selected from the overworld map prior to the ambush.)*

New Enemy!

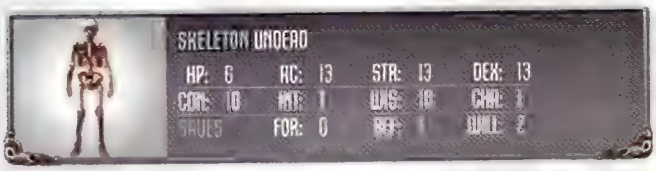


Graveyard

1 VALLIS' QUEST

Upon arriving at the graveyard you'll be ambushed by wave after wave of undead enemies. They usually attack in groups of three, so try not to move too far into the area so as to aggravate too many enemies at once. Once you've cleared the area and killed the Skeleton Captain, search the various gravestones for loot. You'll find gems, weapons and in the center grave some Lesser Boots of Tumbling.

New Enemy!



Graveyard (cont.)

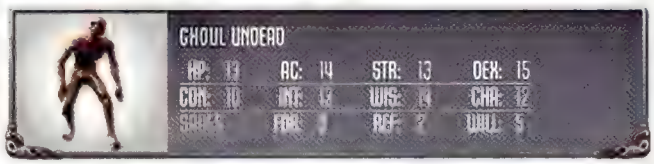
New Enemies!

The northern crypt is small, with only a few passages and chambers to explore. You'll find scattered treasure hidden within the sarcophagus' spread throughout the dungeon. The Skeleton Captain drops Storm +1, a unique magic hammer that has 1d4 of electricity damage. This is a perfect weapon for a cleric or paladin.

As you explore the main crypt, be wary of traps placed everywhere. If you aren't playing a rogue, Neeshka really comes in handy here. Let her disarm the traps before the rest of your party moves in for combat. You'll find a Ring of Insight (**Lore +5**) and a Falchion +1 in the first room, along with scattered treasure as you make your way toward the end of the crypt.

When you reach the southwestern corner of the crypt you'll encounter a Ghoul. Kill him and you'll find Gloves of Discipline.

New Enemy!



Two rooms beyond the Ghoul is the Shadow Priest's altar chamber. When you enter you'll be treated to a cinema, followed by a short battle sequence. Remember to focus all of your attack damage on the Shadow Priest first. The remaining Zombies will fall much easier once he's out of the way.

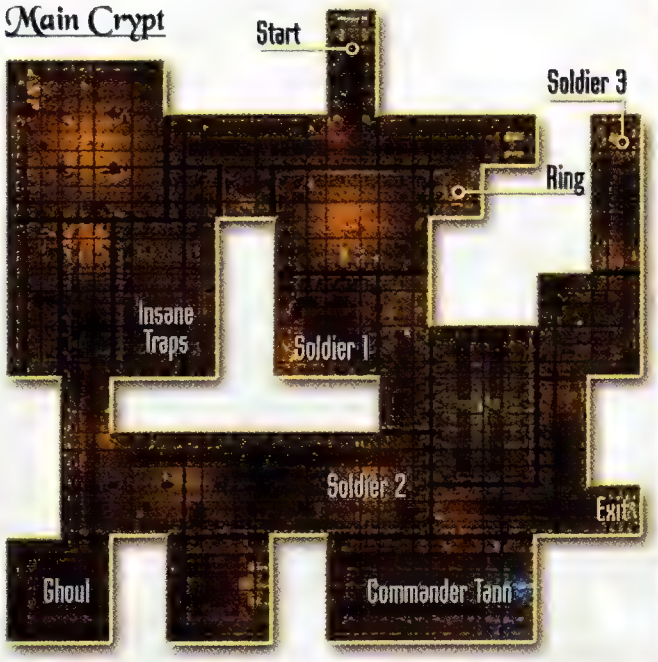
New Enemy!

Search the Shadow Priest's body and you'll find a Headband of Intellect +2, Heavy Shield +1, and a **Hold Person Scroll**. In the chest beside his altar you'll find an assortment of magic potions as well. With the room cleared out, talk to Commander Tann and you'll find out that he has three men trapped somewhere inside the crypt. You'll need to try to locate all three men before heading back. Their locations are marked on our map above, so once you've found all three, head to the exit and then get to the overworld map. When you select the option to go back to Fort Locke, you'll be treated to another cinema.

When Vallis attacks, focus your power on his two guards and quickly take them out. Once they're gone, Vallis will continually heal himself with potions while your team bashes him to pieces. Once he's dead, search his body and you'll find Chainmail +1.

Continue into Fort Locke and talk with Marshal Cormick once inside. For rescuing Commander Tann and getting rid of Vallis, Cormick will reward you with **75 XP**. Use conversational techniques and you'll be able to get some gold out of him as well.

New Enemy!



Bandit Camp

1 LIZA'S REFUGEES

Upon storming the bandit camp you'll be greeted by the Bandit Leader along with several Bandit Scouts and Archers. Focus on the stronger targets first, then slowly move forward and pull the next group of enemies out toward the front gate. As long as you don't run into the camp you won't draw all the enemies out at once.

New Enemy!

When the coast is clear, loot all the bodies and the various treasure chests scattered throughout the camp. You'll find several quality magic items including Eyes of the Eagle, Amulet of Natural Armor +1, and a unique rapier called Namarra (Neversleep) +1. There is also **445 GP** in the main chest, so don't forget to loot it before entering the headquarters to the south.

Before heading inside the bandit HQ, check out the fenced-in area and you'll be able to free Liza's refugee friends. You'll have to take out yet another group of bandits as you escort them to the main gates, so try to keep as many refugees alive as possible.

2 TOR MILLOW'S HOLY SYMBOL

Once inside the HQ, open the first door and you'll square off against a Bandit Sergeant and his guards. After you take them out, search the two locked chests. You'll find the Drum of Haunting along with various gems and a small amount of gold. On the corpse of the Bandit Sergeant you'll find a Ring of Fortitude +1.

New Enemy!

Continue to the room in the very center of the map and you'll encounter the Wizard along with a few more guards. When you kill him you'll find **Quest Item: Tor's Holy Symbol**, a Wand of Lightning and a Robe of Fire Resistance. This is the symbol is the one Tor was looking for!

New Enemy!

After you kill the Bandit Chief and his guards, search the corpses and you'll find several magic scrolls, Ring of Resistance +1, Astral Blade +1, Studded Leather Armor +1 and some assorted items of lesser value. In the chest on the side of the room you'll find an Amulet of Undead Turning, and in the small bedroom connected to the Chief's room you'll find a Katana +1 along with several potions and 700 GP.

New Enemy!

When all is well, leave the HQ and return to Fort Locke to speak with Tor, Liza and Commander Tann. Tann will reward you with the 500 GP for killing the Bandit Chief, and Liza will give you 250 GP for rescuing her refugee friends. Give Tor his holy symbol and you'll get yet another 250 GP.

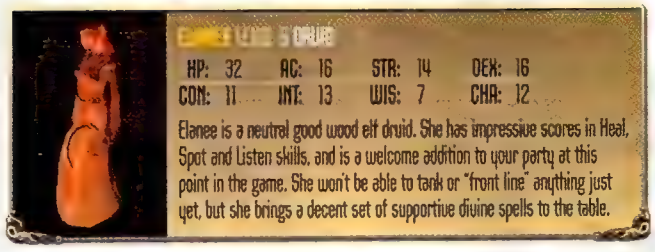
Bandit HQ

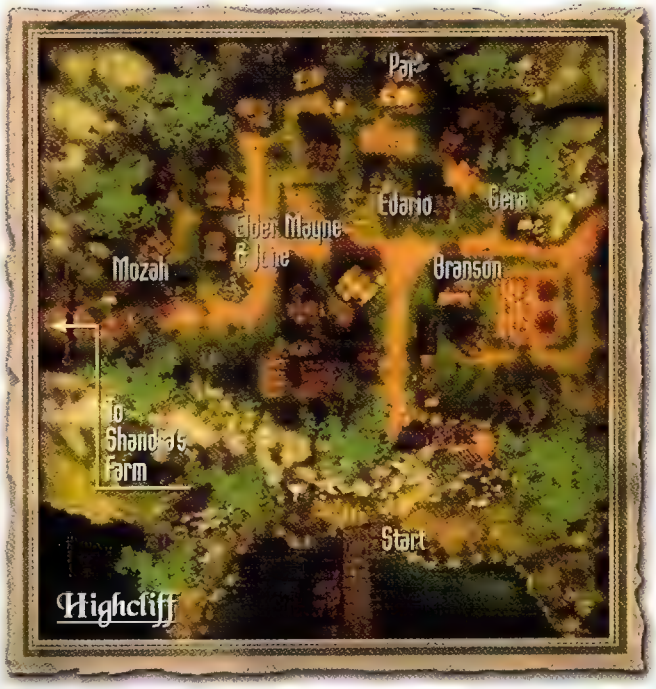
Maiden's Glade

1 MEET ELANEE

On your way to Highcliff you'll be ambushed by a Bladeling with a few Duergar guards. Before they spring their attack, however, Elanee emerges from the forest to help your party. After the series of cinemas—and depending on your stance toward her—you can let Elanee join your party.

New Character!


HP: 32 AC: 16 STR: 14 DEX: 16
CON: 11 INT: 13 WIS: 7 CHR: 12
Elanee is a neutral good wood elf druid. She has impressive scores in Heal, Spot and Listen skills, and is a welcome addition to your party at this point in the game. She won't be able to tank or "front line" anything just yet, but she brings a decent set of supportive divine spells to the table.



Before leaving, investigate the clearing in the Maiden's Glade and you'll find an Enraged Bear. This turns out to be Elanee's friend, Kaleil, who's been permanently shapechanged by a series of unfortunate events. When the cinemas are complete, continue to the overworld map and you'll be back on track for the critical walkthrough.

New Enemy!

Explore Highcliff

1 EXPLORE HIGHCLIFF

After viewing the first few cinemas, work your way around and talk to the various townsfolk. You'll find Edario, a struggling armorsmith, toward the center of town. He has decent prices on just about every type of armor there is, including Full Plate Mail. A few steps from him you'll find Branson, a seller of all things magical. His prices are high, but worth it if you're searching for a rare protection ring or enhancement amulet.

Talk to Par and he'll ask you to see what's going on inside his home. When you investigate, you'll find a group of Bandits along with their leader, Dulahey. Kill them all and search the home to find assorted items including a Ring of Resistance +1. When the house is clear, exit and speak with Par once again. He'll give you an assortment of lesser-powered magical potions for your trouble.

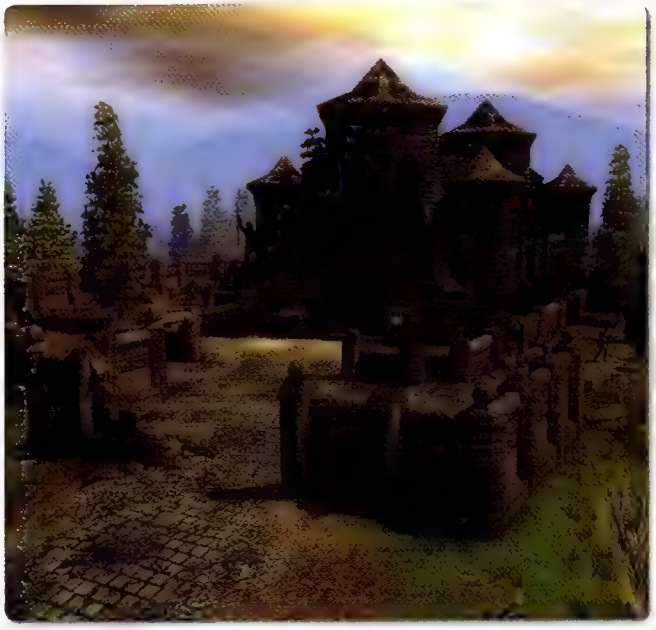
New Enemy!

Highcliff Castle Ruins

1 OPTIONAL QUESTS

There are several optional quests that need to be initiated from Highcliff before you venture out to the Highcliff Castle Ruins. This list details those quests along with what you'll earn from completing each one.

Gera's Missing Children: Talk with Gera and you'll find that her children went missing somewhere near Highcliff. You'll find them in the forest of the Highcliff Castle Ruins being attacked by wolves. Kill the wolves and send the children home. When



Highcliff Ruins

you return to speak with Gera you'll receive Zachan's Amulet (Con +1), 100 XP and 100 GP.

Juni's Husband: Talk to Juni and you'll find out that her husband has gone missing somewhere near Highcliff Castle. When you go off to investigate, you'll find him near a small camp on the outskirts of the castle. Convince him to return to Juni, then return and talk with her for 75 XP and 200 GP.

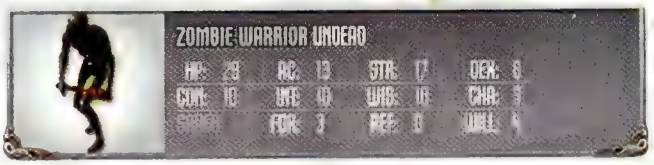
Mozah's Backpay: Mozah seems to have lost some friends who owed him money. Deep inside the Highcliff Ruins (in the next section of the walkthrough), you'll encounter a Shadow Priest. On one of the Shadow Priest's guards lies his backpay. Bring it back to Mozah and you'll get 200 GP.

You'll run into Slaan, an odd Lizardman who is being attacked by Zombies. After you destroy the zombies, converse with Slaan and you can either let him lead your party directly to his chieftain, or you can kill him and use the map on his corpse to find the lair yourself. Either way, enter the dungeon and progress forward.

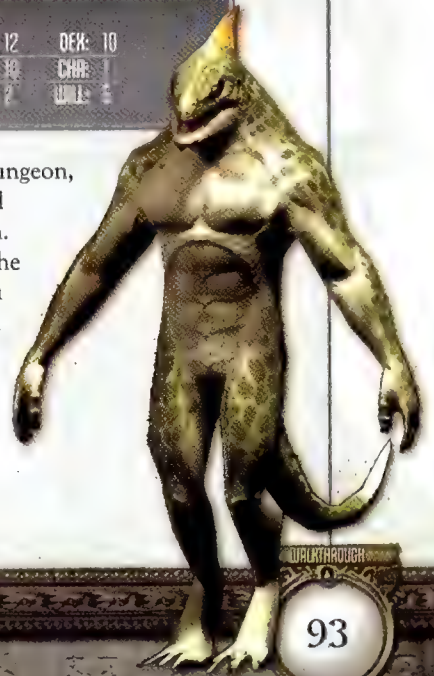
Once inside, check the first few rooms for treasure and you'll find Gloves of the Yellow Rose +1. When you reach the room with the Shadow Priest, make sure to concentrated attacks on him first. As always, it's best to have Neeshka attack from afar with a bow.

Once you've cleared the room, loot the various corpses and chests for an absolute cache of magic items including Quest Item: Mozah's Backpay, Amulet of Vitality +2 (whoa, nice!), Nasher's Nimble Boots (whoa, again!) and several magic scrolls.

New Enemies!



When you've finished exploring the dungeon, double back to the entrance and proceed down through Highcliff toward the town. You can tie up all your loose ends with the townsfolk, shop, rest and save before you head out to the newly marked Lizardfolk Caves on your overworld map. This will continue the critical walkthrough path and lead you to finishing Elder Mayne's quest.



Lizardfolk Caves

1 SHIP SABOTAGE

Regardless of the path you chose with Slaan, you'll still need to speak with the Lizardman Chieftain to either persuade him from continuing his attacks on the warmbloods or stop him via lethal force. If you do choose to attack, make sure you're fully rested and properly equipped before entering his chamber. There are a LOT of Lizardmen waiting!

With the Lizardman problem dealt with, return to Highcliff and remember to shop, rest and sell your extra equipment before speaking with Elder Mayne. When you do converse with him he'll congratulate you and grant 400 XP for your trouble. He'll also bring you down to the docks and reveal that the ships are now able to leave port in safety once again. You'll get Armor of Loyalty from the townsfolk for saving them from the Lizardmen, then immediately be taken to a cinema as you leave for Neverwinter City.

Neverwinter City: Docks District

1 THE SUNKEN FLAGON

Upon arrival at Neverwinter City, head south and you'll find the Sunken Flagon tavern. There you'll find Duncan as you enter a series of lengthy yet informative cinemas. After you get the second shard from Duncan, Quest Item: Silver Shard (Acid & Electrical Resistance), you'll be told how the great sage Aldanon may be the only one who can help you learn more about these shards' histories. The problem is that Aldanon is in the Blacklake district of Neverwinter City, and that particular district has been closed for quite some time.

From this point forward you'll have two very distinct, different and lengthy paths that you can follow. The good-aligned path involves joining the City Watch. The evil-aligned path involves

joining the Shadow Thieves. Whichever you choose, follow the walkthrough for the appropriate side and remember that you will be expected to carry out your duty once your choice has been made. *(In other words, there can be no real switching of sides once you've selected a path.)* This is a HUGE HUGE HUGE gameplay choice that affects the rest of your game folks, so choose wisely!

2 THE CITY WATCH (Part I)

If you decide to follow the enlightened path, to serve and protect as a City Watchman, head to the City Watch HQ and speak with your old friend Marshal Cormick.

Your first assignment is an easy one; he wants you to go to Hagen's shop and find out what all the complaints are about. Upon arriving at Hagen's (located near the docks on the western part of the map), you'll find out that Caleb and his thugs are harassing him. Kill the thugs and Hagen will thank you for your services. Return to Cormick and you'll get your second assignment.

After finding out that Caleb was behind the threats put on Hagen, Cormick sends you to find Caleb and bring him in for arrest. Of course, when you try to arrest Caleb he resists and you'll end up having to kill him in the process. When the job is done, return to Cormick for your next assignment.

With Caleb out of the way, Cormick wants you to make a sweep of the docks district and check in with the various City Watch posts spread throughout the area. The locations of the four posts are as follows:

- In the far northeast corner of the map, near the Back Alley entrance.
- By the docks, on the far northern corner above Hagen's shop.
- By the docks, just barely north of Hagen's shop.
- Just east of the Sunken Flagon, near the southern gate.

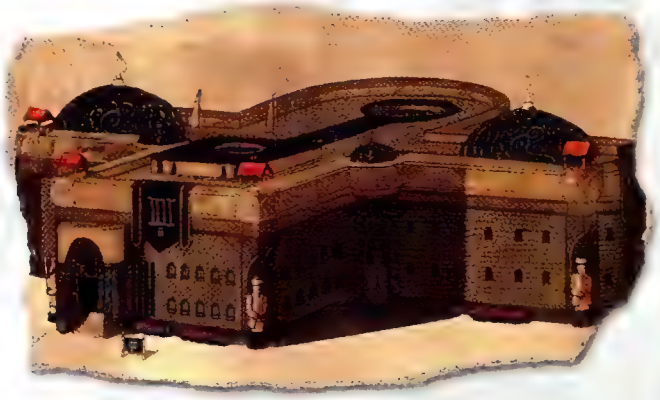
Once you've checked in with all for guard posts, return to the City Watch HQ for a surprise. After getting updated on the situation by the local guards, meet with Cormick in the Merchant Quarter. On the way to the exit, stop and speak with Reylene to shop her wares. You'll find some of the harder to find magical items here including bracers, belts, rings, amulets and cloaks.

3 THE CITY WATCH (Part II)

You'll find the new City Watch HQ in the center of the map when you arrive in the Merchant Quarter. After a lengthy series of cinemas with Commander Brelaina, she and Cormick will assign you your next task. You are to stop the weapons shipment from entering the city through the docks district. Moving these weapons is a cobbled together mixture of Moire's trained thugs and crooked City Watchmen, so you'll need to use your conversational skills (Intimidate, Diplomacy, Bluff) to do the right thing when you encounter the various groups. When you're ready to head out, dash for the Back Alley entrance.

Upon arriving in the Back Alley you'll be faced with a series of encounters. You can decide whether or not you want to kill, arrest or let the City Watchmen go. How you act in these encounters affects what your party members do when you finally reach the weapons shipment. Whether you set up a distraction to separate the City Watchmen from the Thugs, or just attack them head on, you'll have a large battle waiting at the end of the line. As such, it's a good idea to get the party buffed up with potions and AoE spells before you fight.

Once you've taken control of the weapons shipment, decide whether or not you want to loot it before returning the cache to the City Watch. If you do loot the wagon you'll get Namarra +1 (Neversleep). A decent rapier indeed, but probably not worth the influence you'll lose with Khelgar. When you return to Brelaina she'll assign you your next task, which is to get to the warehouse and confiscate the weapons that already made it inside their stronghold. Take the northern path through the Merchant Quarter (as marked on the map) and you'll run into a bridge that leads to a darker portion of town. At the very end of this section is the warehouse you're looking for.



Warehouse

The inside of the warehouse is absolutely littered with Thugs in groups of four or five strong, so quickly work your way to the northwest corner where you'll find the leader along with **Quest Item: Documents** on the desk behind him. These documents have the important information that Brelaina was looking for, and will complete this portion of the quest. *(Note: Before you leave, you'll be treated to a dialog where Neeshka will ask permission to loot some of the nearby items. Your answers will either improve or hurt your relations with her, not to mention Khelgar who will once again argue against her actions.)*

When you return to Brelaina, she'll tell you to investigate the problems at Old Owl Well near the mountains.

4 THE SHADOW THIEVES PATH

The alternative to the City Watch is the path of the Shadow Thieves. You'll first hook up with them through Caleb, a local thug who resides in the streets just east of the Sunken Flagon. After speaking with him and agreeing to do his bidding, you'll initiate this path.

Your first quest is to strong-arm a local shopkeeper, Hagen, into continuing his monetary donations to the local gang. You'll find Hagen's shop just west of the starting position near the docks. Upon arrival, you'll find that Hagen doesn't like to pay for his protection, so you'll have to use conversational skills to sway him one way or the other. Once you resolve it head back to Caleb and you'll find out that Hagen was just setting you up for the City Watch. You can either bribe the watchmen, intimidate Hagen or just flat out slaughter everyone in sight. Whatever your choice, Caleb decides to lay low and sends you to meet his accomplice and mentor, Moire.

Stop in and talk with Moire—on the far north side of the docks—to get the next part of your assignment. You'll have to sweep through the docks, stopping at the four various City Watch guard posts to check in with each of them. When you stop and talk to each one, use your conversational skills to keep them happy, and working for Moire. The locations are as follows:

- In the far northeast corner of the map, near the Back Alley entrance.
- By the docks, on the far northern corner above Hagen's shop.
- By the docks, just barely north of Hagen's shop.
- Just east of the Sunken Flagon, near the southern gate.

When you report back to Moire, she'll give you yet another task. She wants you to go burn down the City Watch HQ, and she'll give you a **Torch** to complete the job.

You'll find the headquarters heavily guarded, but there are several "ignition points" that get the blaze going rather quickly. The wagon is on the north side of the building and the two sets of crates are on the southern side. Use the torch to set each of the three dry wooden targets on fire then leave the area to complete the task.

When you return to Moire, she'll send you to meet another important figure of the Neverwinter underworld, Axle Devrie. You'll find Axle's estate to the east, near the entrance to the Docks District. Upon arrival, enter and speak with him to view a series of cinemas about your next task.

You'll need to return to the Docks District and escort the weapons smugglers from the Back Alley entrance, all the way through to the warehouse. So as an alternative to the good-aligned route, you'll be starting at the opposite end of the map and working your way through the City Watchmen and thugs looking to steal the weapons cache. When you finally reach the warehouse you'll be paid **2,000 GP** by the supervisor

Your next task is to protect the four weapons shipments (inside the warehouse) from the invading City Watchmen. Before you head out, search the table inside the room with the supervisor you'll find a stack of **500 GP**. Make sure you check the random crates throughout the warehouse as well—you'll find assorted items of lesser value at a rate of around four or five per crate. By the time you walk out, you should accumulate a solid 2 or 3k worth of items to sell.

After the warehouse is secure, step outside to talk with the supervisor and he'll bring up a selection of expensive weaponry for you to browse through. Most of it is unaffordable, but it's fun to look. When you're ready, return to Moire (at Axle's Estate) and she'll tell you that Axle is ready and waiting. When you speak with Axle, he'll be impressed by your performance thus far and he'll assign you yet another task that requires you to leave Neverwinter City altogether and head for the Old Owl Well up near the mountains.

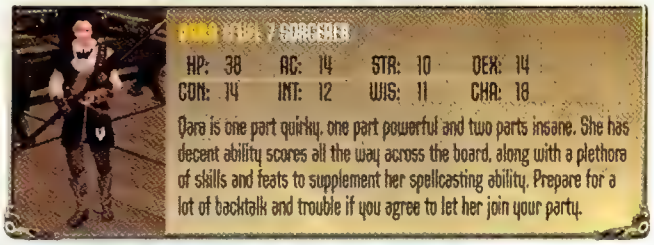
NC: Sidequests & Optional Quests

1 ACQUIRING QARA

At some point during your exploration sequence (on either path) you'll run into a group of mages bickering near the Sunken Flagon. Whether or not you try and solve their problems diplomatically, you'll get a new character to join your party.

(Remember, letting her join doesn't necessarily mean you have to kick someone else out. You can store extra party members at the Sunken Flagon for easy swaps anytime throughout the game.)

New Character!


HP: 38 AC: 14 STR: 10 DEX: 14
CON: 14 INT: 12 WIS: 11 CHA: 18
Qara is one part quirky, one part powerful and two parts insane. She has decent ability scores all the way across the board, along with a plethora of skills and feats to supplement her spellcasting ability. Prepare for a lot of backtalk and trouble if you agree to let her join your party.

2 NEESHKA AND LELDON

If you have Neeshka in your party (during either path), you'll be ambushed by Leldon's men. Leldon has a score to settle with Neeshka, and it's your choice whether or not to help her finish him off once and for all. To progress this sequence, all you need to do is stop by the Moonstone Mask and speak with Ophala. She'll mark Leldon's home on your map and also warn you of the traps and wards he's put up to protect his perimeter. This quest continues in Act II of the walkthrough.

3 THE WOUNDED WOLF AND SKYMIRROR

In the center of the Docks District (near the weaponsmith) you'll see a wounded wolf. If you have Elanee in your party, she'll figure out that the wolf is actually a druid who is stuck in his shapechanged form. Much like Kaleil, this druid also has a connection to the Mere. After a lengthy conversation the wolf will tell you of an area called Skymirror, and will mark it on your overworld map.

When you arrive at Skymirror, approach the four ancient trees and examine them one by one. To access the Skymirror itself (or rather, the lake) you'll need to cast the appropriate spell on each tree, in the proper order. The order is as follows:

- **1st tree:** Bull's Strength
- **2nd tree:** Cat's Grace
- **3rd tree:** Barkskin
- **4th tree:** Owl's Wisdom

With all four trees unlocked, you'll get **Quest Item: Skymirror Offering**. Make your way to the lake, use the offering and you'll be treated to an informative series of cinemas revealing much about Elanee and the Mere. When it's over, leave the area and you'll be attacked by small groups of Ghasts and Water Elementals.

New Enemies!

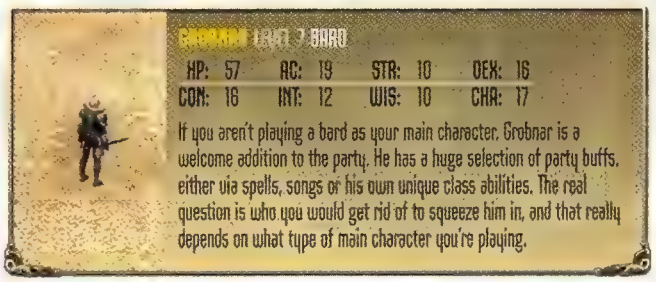
Before you're able to exit Skymirror, you'll be ambushed by a Shadow Priest and his lackeys. Defeat them and you'll get a Scimitar +2, Light Shield +1, and **Paralytic Bolts**. Once the coast is clear you'll be able to leave the area and return to the overworld map.

Old Owl Well

① GROBNAR

Before you make it to the Old Owl Well you'll be greeted by a rock gnome named Grobnar. After listening to his stories about orcs strapped to arrows and spring-loaded shields, you'll have the option to let him join your party. Remember that you can add Grobnar even if you already have four members—extra characters are automatically stored at the Sunken Flagon inn.

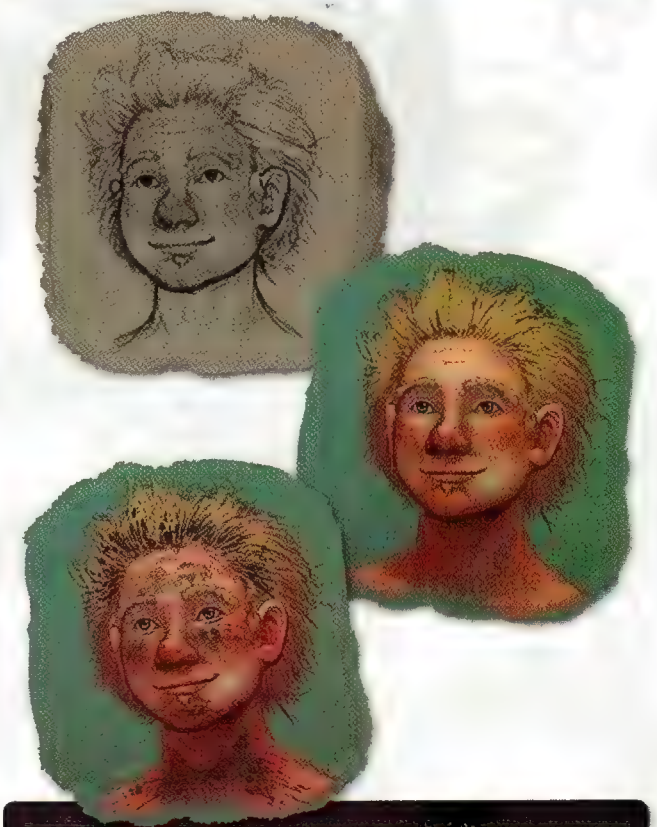
New Character!


HP: 57 AC: 19 STR: 10 DEX: 16
CON: 16 INT: 12 WIS: 10 CHA: 17
If you aren't playing a bard as your main character, Grobnar is a welcome addition to the party. He has a huge selection of party buffs, either via spells, songs or his own unique class abilities. The real question is who you would get rid of to squeeze him in, and that really depends on what type of main character you're playing.

② MEETING WITH CALLUM

There are two paths for Old Owl Well depending on the choices you made in Neverwinter City. If you're on the evil path, you'll be greeted by Katrina. After she updates you on the situation you'll get **Quest Item: Forged Council Missives**. Present these documents to Callum and you'll continue on the same path as the City Watch players.

For City Watch players, you'll head straight to Callum and view a series of cinemas. After the messenger returns, deal with the Orc ambush and Callum will reveal the location of the Bonegnasher Clan on your overworld map. Before you leave, talk to the local merchant, Simmy, for a nice variety of magic weapons and projectiles. We recommend grabbing some Acid Arrows before you leave—you'll need them for a specific encounter coming up.



New Enemy!

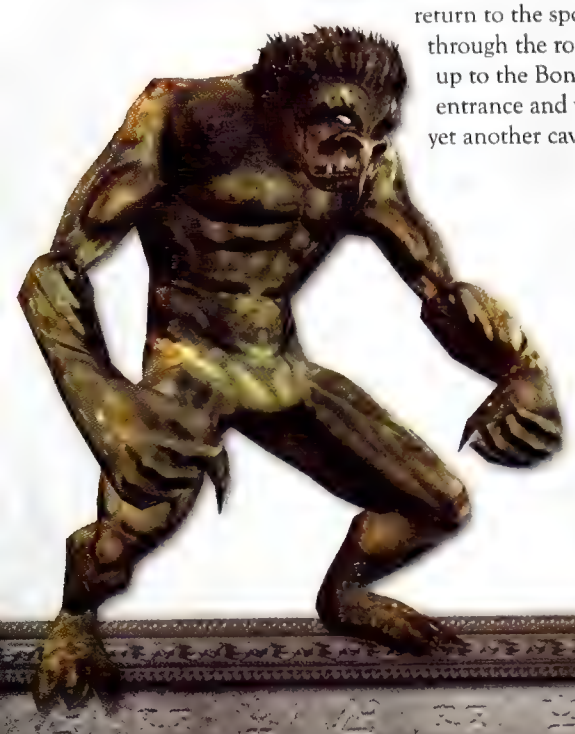
1 INVESTIGATE THE AREA

You'll encounter several Orc patrols on the way to the cave entrance, most of which include Orc Captains. When you square off against the Trolls, make sure you have some type of fire or acid weapon to deal the finishing blow. *(If you have an archer in the group, this is why we recommended picking up Acid Arrows at the Old Owl Well.)* Make sure your party rests up before entering the cave.

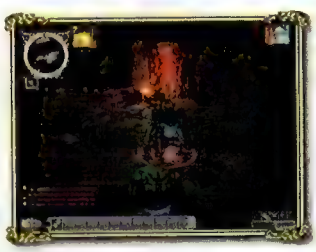
New Enemies!

2 ENTER THE TROLL CAVE

Inside the cave you'll face a few more Trolls before finally reaching the end of the line. In the final chamber you'll find several chests containing **Quest Item: Box of Unstable Blastglobes, Blastglobe x 6,** and the Scabbard of Blessing. The Blastglobes make nice projectile bombs, but the actual quest item is used to clear the rock barricade as marked on the map above. Once you return to the spot and blow through the rocks, continue up to the Bonegnasher Lair entrance and you'll be in yet another cave.



Troll Cave



RACES
CHARACTER CLASSES
WALKTHROUGH
ACT I
West Harbor
Swamp Ruins
Weeping Willow Inn
Fort Locke
Graveyard
Bandit Camp
Maidens Glade
Highcliff
Highcliff Castle Ruins
Lizardfolk Cave
Docks District
Merchant Quarter
Shandra's Farm
Skymarror
Old Owl Well
Bonegnasher Clan
Eyepouger Clan
Blacklake District
Ember
Githyanki Base
APPENDICES

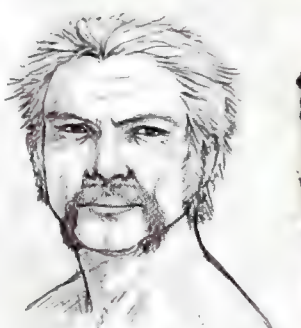
3 ENTER THE BONE-GNASHER CAVE

This cave is fairly straightforward, with various treasure chests and weapon racks spread throughout the area. Make sure you search each room thoroughly as you sweep through the various bands of Orcs. You'll find assorted treasure including Daraz Hammer, Fey Spear +1, Composite Longbow +1, Wand of Missiles, Quarterstaff +1, Falchion +1, Wand of Paralyzation and Sunlight Sling.

New Enemies!

When you meet up with Yaisog Bonegnasher, he'll ask why you've come to his lair. Regardless of how you answer, he'll run away from you and send his guards to block his escape. Take them out and proceed west through the passage. When you square off against Yaisog, have your party members focus their fire on his guards while you focus on him. When he falls, you'll get **Mithral Chainmail** and Stonefire Axe +1.

New Enemy!



When you approach the man at the end of the tunnel you'll be able to ask him several questions before finding out he's an imposter. After you kill him, exit the cave and you'll be treated to a short series of cinemas and a large Orc encounter. After the encounter you'll meet Casavir who will reveal the location of the Eyegouger Lair to you and your party. If you like what he has to offer, take Casavir along with you on your way.

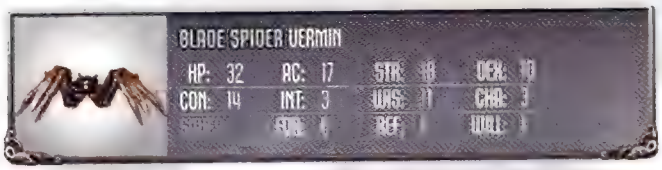
New Character!

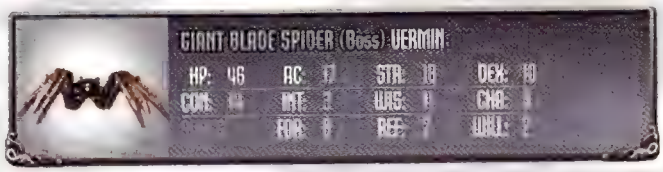
HP: 76 AC: 21 STR: 16 DEX: 12
CON: 14 INT: 11 WIS: 16 CHA: 16
Casavir is a human paladin of lawful good alignment. He's what you'd expect from a character of this type: strong, charismatic, and divine in his ways. He comes equipped with a Hammer of Justice (a 1d8 +1 hammer with another +2 bonus versus Chaotic-aligned creatures), and full plate mail.

1 INVESTIGATE THE AREA

The approach to the Eyegouger lair is riddled with Blade Spiders and Orcs, so be careful about treading too far without rest. If you kept Grobnar in your party, in combination with Casavir, you'll have some wicked party buffs that never seem to go away. When you encounter the Orc barricades, charge them and manually knock out the planks before pushing through the Orcs themselves.

New Enemies!

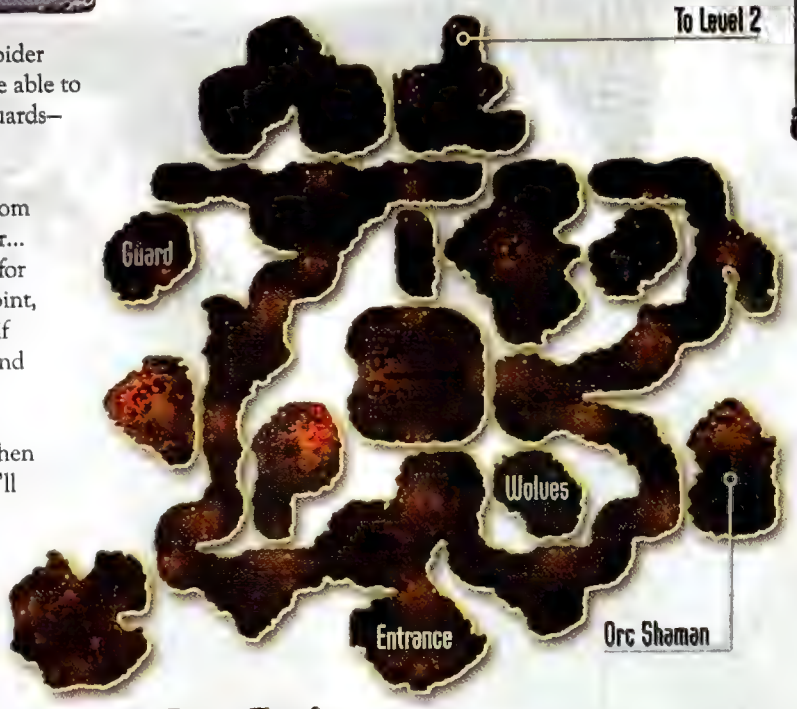




At the entrance to the lair, you'll see a Giant Blade Spider blocking the door. Luckily it isn't solid so you should be able to take it out in a straight up melee—along with the Orc guards—and rest before you enter the cave.

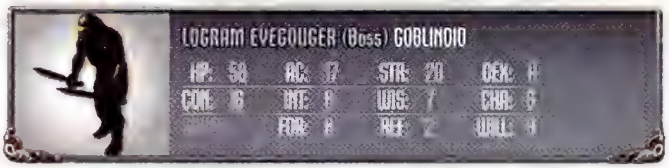
If you head to the northeast first, you'll encounter a room full of Wolves who will help you fight the Orcs if you... er... ask them nicely. There really isn't much else here except for the occasional non-rare magic item. Of course, by this point, you probably have an abundance of those anyhow. Still, if you're into collecting every last piece of treasure, you'll find lots of random +1 items from the various groups of Orcs and Guards. And from the room marked with the Orc Shaman, you'll find **Tagget's Talon**, a nice +1 dagger. When you're ready to move on, head all the way north and you'll find a staircase that leads down to level 2.

Level 2 plays pretty much like level 1, with the occasional group of Orcs blocking your path. Make sure you grab the Neverwinter Kukri from the chest in the second chamber before heading to the room with Logram Eyegouger. Also make sure you're full rested for this encounter.



Cave: Level 1

New Enemy!



After defeating him in a fairly straightforward battle, you'll find Luckstone, Chainmail +2, Ardulia's Fall, and the Watchman's Helm. These are all top-tier items for this point of the game, so we recommend picking them all up. When you're rested up and ready, continue down the path and to the stairs leading to level 3.

On level 3, you'll start in a room littered with bodies, and view a short cinema. Once you find out what's really been going on in these caves, progress and fight through the waves of undead that lie ahead

When you reach the end of the line you'll be greeted by a Shadow Priest and his two apprentice mages, Kherin and Vhadin. This is a tough trio, so we recommend coming in with full buffs and rest. When you kill them, search the bodies and you'll find a few **magic scrolls**, Morningstar +2 and Dwarven Mirth. Search the chest in the Shadow Priest's chamber and you'll find Gloves of the Hin Fist +2.

New Enemies!

The door to the room with the real emissary—Issani—is locked shut, so you'll need to either pick or bash it to get him out. Once you speak with him he'll tell you to return to the Old Owl Well. There is a shortcut out of the eyegouger lair, so you do not

need to backtrack (whew!). The shortcut is behind the shadow priest's lab.

When you arrive in town (at the Old Owl Well), speak with Callum to get 1,000 GP, 500 XP and Re's Redemption. (Speak with Karina if you took the Shadow Thieves path to confirm you next step.) Either way, you'll find out that the emissary has been escorted safely from the town so it's time—once again—to head back to Neverwinter where the game will split depending on your path.

NC: Merchant Quarter

1 CITY WATCH PATH

Head straight to the Merchant Quarter and speak with Brelaina for your next quest. She'll tell you that they've found the so-called "informant", and that he lives within the Merchant Quarter. You'll find the specific house as marked on the map, near the darker part of town by the warehouse.

When you arrive, work through the first floor of thugs and you'll find Fihelis on the second floor. You can extort some money before actually rescuing him (to the tune of 1,000 GP), or you can take him back immediately (influencing your alignment toward lawful). Decide what you want, then head back to Brelaina to report the outcome.

When you return to Brelaina she'll send you out to the Docks District to investigate a problem with one of the vessels there. (Make sure you're fully rested and equipped before heading out—this is a tough battle ahead.) When you feel that your party is ready, head to the docks and look for the Sea Ghost, toward the middle of docks. You'll have to fight through several Luskan Minions before finally squaring off against Ahja the Azure, a powerful wizard with high-level offensive spells.

New Enemies!

After returning and getting your next assignment, head to the northern part of the Merchant Quarter near the back entrance to the warehouse from an earlier quest. You'll see a building just two doors down from that very same warehouse that you can now enter. Inside and you'll find several random groups of Githyanki and Bladeling scouts. When you reach the final room with the teleporter, allow the Blade Golem to smack the Githyanki around and you'll be treated to an interesting cinema.

New Enemy!

Following the events, head back to Brelaina one last time and you'll finally be granted entrance to the exclusive Blacklake District.

2 SHADOW THIEVES PATH

When you return to Axle, he'll give the "Informant," "Sea Ghost," and "Assassins" quests, which play exactly like the path of the City Watch. The only differences are that you report to him instead of Brelaina, and you have to kill Fihelis instead of rescue him. Like those who took the path of the City Watch, when you complete all three tasks you'll finally gain entrance to the Blacklake District.

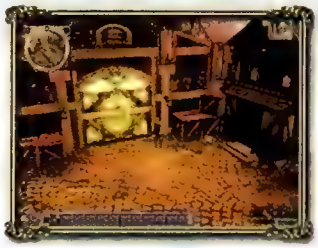
Blacklake District

1 SPEAK WITH ALDANON

The trickiest part of this sequence is getting Aldanon to finally let you in his home. You can only get there via escort, and when you do arrive you'll find that Aldanon is very reclusive and isn't particularly easy to fool during conversation. At some point he mentions that if you were to bring him some Quicksilver he'd let you in with no trouble. *(The easiest place to find Quicksilver is at the shop near the Temple of Tyr, in the Merchant Quarter. You'll see the man standing out in the street just west of it.)*

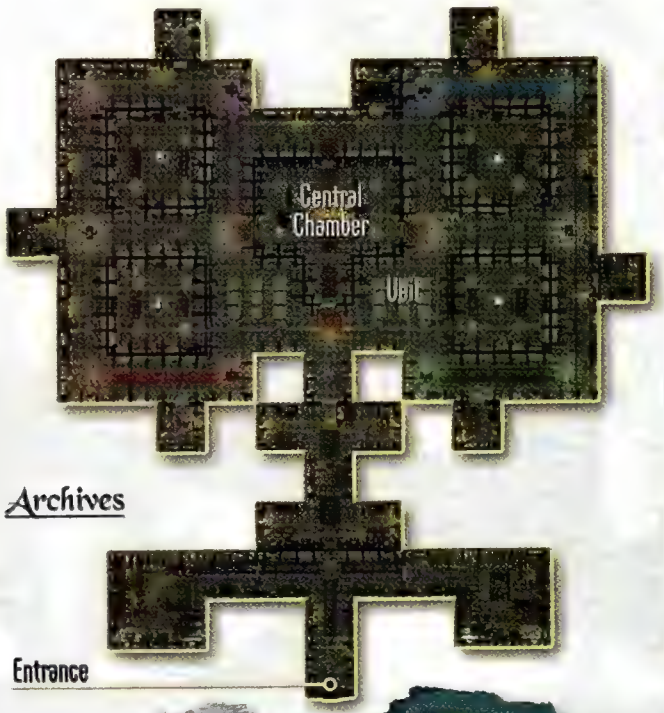
When you return to Aldanon with the Quicksilver he'll let you in and treat you to an informative and lengthy series of interactive cinemas. When the conversation is over you'll get your third shard, Silver Shard: Physical Bonuses, which gives +1 to Dex, Con and Str. He'll also send you to the Neverwinter Archives to research your next assignment.

Warehouse



2 NEVERWINTER ARCHIVES

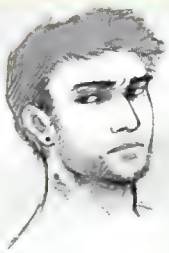
Once inside the archives, head down the central path and you'll run into an archives caretaker. When you speak with him you'll find out that a special **Caretaker Veil** is required to view any of the book inside the archive, and that only the caretakers are given these special veils. You can kill the caretaker and loot one from his body, or you can move forward and find an already deceased caretaker and loot that one. Either way, explore the archive and answer the four questions at each of the four podiums. The questions are related to books found scattered amongst the shelves, but you don't necessarily have to know the answers from reading the books. If you have a high Lore skill, or are just good at guessing, you can finagle your way through all four puzzles quickly. Once you've entered the center chamber, read the document in the center of the room and head for Shandra's Farm.



Shandra's Farm

1 RESCUE SHANDRA!

Shandra will be under attack by several Githyanki by the time you make it her property. Clear the enemies outside then proceed indoors and systematically clean out her home room by room. You'll find Shandra hiding in the rear of the living room are, acting a little apprehensive toward you and your companions. After a few more battle sequences she'll finally warm up and join you on your way back to the Sunken Flagon.



Neverwinter City: Docks District

1 SUNKEN FLAGON

After a series of cinemas, the Githyanki will ambush the Sunken Flagon and take Shandra away. Fight your way out of the assault and the game will break to another important cinema followed by a new character joining your group. When you're ready to leave, talk to Bishop and you'll be warped to the small village of Ember.

New Character!

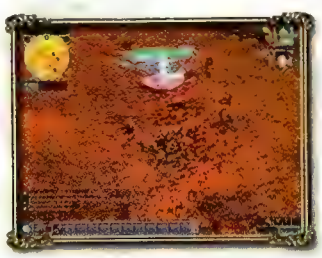
HP: 108 AC: 19 STR: 16 DEX: 20
CON: 17 INT: 11 WIS: 17 CHA: 11

Bishop is an arrogant chaotic evil ranger with an appetite for trouble. He really doesn't fit in with any of the other party members, but he's Duncan's friend so unfortunately you'll have to take him on the next quest no matter what. He does come equipped with some decent equipment—a Longbow +1 and Boots of Elvenkind—and he possesses some great support spells.

Ember

1 THE GITHYANKI AMBUSH

Your stay in Ember is short, thanks to Bishop spotting the Githyanki ambush shortly before it actually happens. (Hey, his personality isn't the greatest, but at least his tracking skills go a long way, right?) You'll need to defeat every Githyanki in the area to get to the next cinema before being treated to an interesting sequence involving a strange young boy. Carefully choose your path and move to the overworld map and select the Githyanki Base as your next destination.



Githyanki Base

1 APPROACH TO THE CAVE

The approach is short in distance, but riddled with small groups of Githyanki scouts who have the path absolutely littered with fire traps. If you're playing with an AI controlled party here (instead of manual control), remember to keep your characters from standing in the flames. After a few encounters you'll reach the crest of the hill and you'll see the entrance to the base.

2 EXPLORE THE CAVES

Your initial encounter is a tough one that involves a Githyanki Sword Stalker along with several standard Githyanki guards. After the cinema, engage the Sword Stalker first and take out his guards methodically once he falls. You'll also learn that you're not alone in the caves, and that the Githyanki have another type of enemy invading their realm.

New Enemy!

GITHYANKI SWORD STALKER (Boss) OUTSIDER

HP: 42	AC: 16	STR: 11	DEX: 13
CON: 11	INT: 10	WIS: 10	CHA: 10
SAVES	FOR: 5	REF: 3	WILL: 6

As you work down the hall you'll encounter several Succubi fighting some Githyanki soldiers. You can run by, or simply destroy them all. It's good XP so we recommend just trashing everything you see. When you get to the room with the construct, view the cinema then progress toward the entrance to the Inner Complex.

New Enemies!

SUCCUBUS OUTSIDER

HP: 33	AC: 20	STR: 13	DEX: 13
CON: 10	INT: 16	WIS: 14	CHA: 26
SAVES	FOR: 4	REF: 5	WILL: 7

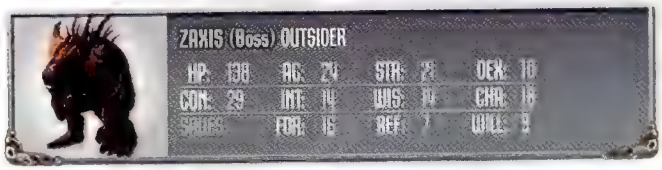
IMP OUTSIDER

HP: 13	AC: 20	STR: 10	DEX: 17
CON: 10	INT: 10	WIS: 12	CHA: 14
SAVES	FOR: 3	REF: 5	WILL: 4

3 PROCEED TO THE INNER COMLPEX

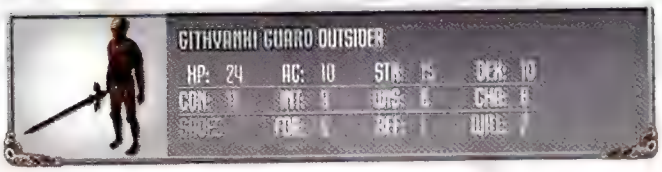
As you progress down the first hallway you'll encounter a Devil being teased by three Succubi. Once you get rid of the Succubi, the Devil will make you an offer you can't refuse, hah! Whatever you decide to do—there's quite the choice of text options—you'll end up freeing him and getting the **Interdimensional Sphere**. Take the sphere through the gate and you'll run into Zaxis, a powerful demon.

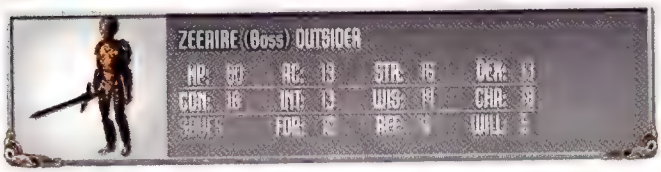
New Enemy!



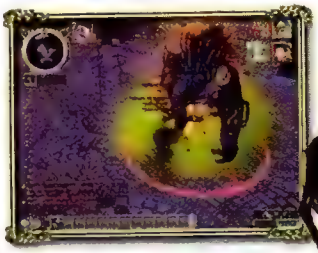
In the very next room you'll square off against the toughest foe in the first chapter, Zeeaire. The only way to stand a chance in this fight is to se the Interdimensional Sphere you got from the Devil just a few rooms earlier. Select it and aim it at the portal protecting Zeeaire and you'll destroy it instantly, releasing her to the material plane. Once she's down, you'll make quick work of her guards and finish the sequence.

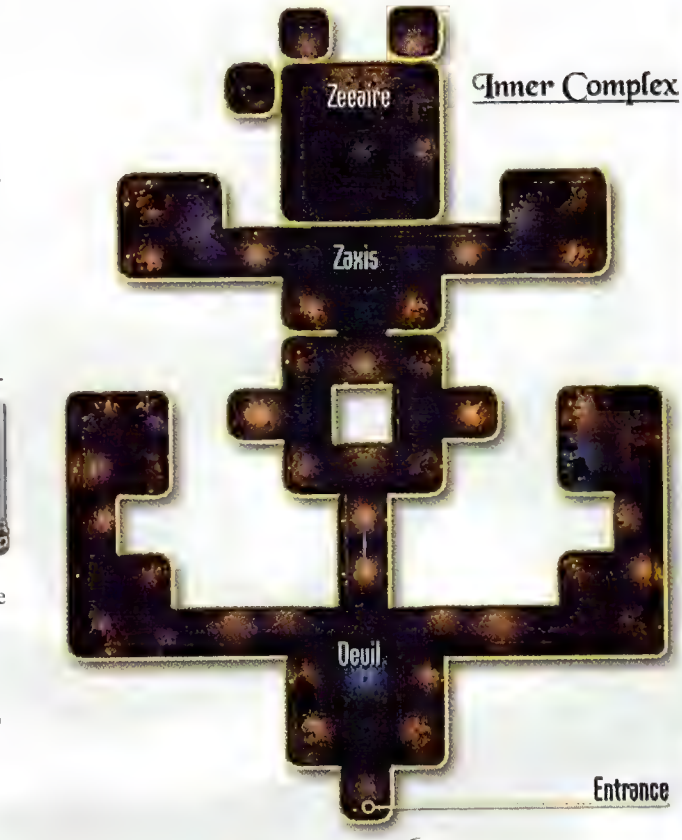
New Enemies!





Search the area for any good loot, then speak with Shandra before returning to the Sunken Flagon one last time.





Inner Complex

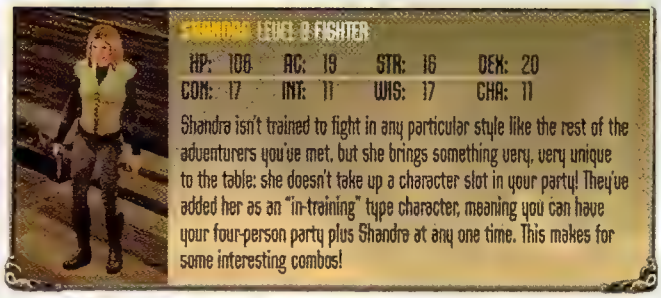
RACES
CHARACTER CLASSES
WALKTHROUGH
ACT I
West Harbor
Swamp Ruins
Weeping Willow Inn
Fort Locke
Graveyard
Bandit Camp
Madeas Glade
Highcliff
Highcliff Castle Ruins
Lizardfolk Cave
Docks District
Merchant Quarter
Shandra's Farm
Skymirror
Old Owl Well
Bonegnasher Clan
Eyegouger Clan
Blacklake District
Ember
Githyanki Base
APPENDICES

Neverwinter City: Docks District

1 SUNKEN FLAGON REVISITED

Back at the Flagon you'll view a series of cinemas and speak with Duncan before finally getting the chance to allow Shandra into your group for good. Once you decide what to do—and watch your various party members bicker—the game will cut to an important cinema that concludes Act I.

New Character!


SHANDRA LEVEL 8 FIGHTER
HP: 108 AC: 19 STR: 16 DEX: 20
CON: 17 INT: 11 WIS: 17 CHA: 11
Shandra isn't trained to fight in any particular style like the rest of the adventurers you've met, but she brings something very, very unique to the table: she doesn't take up a character slot in your party! They've added her as an "in-training" type character, meaning you can have your four-person party plus Shandra at any one time. This makes for some interesting combos!

Walkthrough: Act II

Walkthrough: Act II

Neverwinter City

① The Sunken Flagon, Again

After a series of cinemas, Duncan speaks with Sand about your current situation and Sand offers to join your group.

New Character!

HP: 40 AC: 15 STR: 18 DEX: 13
CON: 18 INT: 10 WIS: 10 CHA: 7

Yes, the ever witty, always charming wizard friend of Duncan offers to help on your journey. Whether or not you bring him with is up to you. Either way, he'll be available from this point forward inside the Sunken Flagon. As a lawful neutral wizard, he brings some powerful offensive and defensive spells to the table.

New Enemies!

ASSASSIN HUMAN
HP: 48 AC: 15 STR: 18 DEX: 11
CON: 16 INT: 8 WIS: 10 CHA: 8
SPEED FOR: 8 REF: 2 WILL: 4

ASSASSIN LEADER (Boss) HUMAN
HP: 72 AC: 20 STR: 19 DEX: 16
CON: 16 INT: 12 WIS: 10 CHA: 11
SPEED FOR: 9 REF: 7 WILL: 9

② The Vigil

After finding out what you've been accused of, travel to the Merchant Quarter and head for either Axle's Estate (if you're following the Shadow Thief path), or Brelaina's (if you're on the City Watch path). When you speak to the appropriate representative, you'll be taken to the vigil.

The Assassins will attack without warning, so be ready to take them down with just Shandra by your side. You can search the bodies before you leave but the only important item—the **Strange Ring**—is picked up automatically by Shandra. When you're ready to progress, talk to your representative and you'll be taken to Lord Nasher in Castle Never.

After the brief confrontation with Torio, Nasher orders you to Port Llast to search for clues about what happened in Ember.

RACES
CHARACTER CLASSES
WALKTHROUGH
ACT II
Ember
Duskwood
Blacklake District
Crossroad Keep
Ruins of Arvahn
Ammon Jerros
Haven
APPENDICES

1 COLLECTING CLUES

Your first stop should be the local merchants, followed by Haeromos' guardhouse. Inside, speak with Haeromos and you'll find out he has the only survivor to the Ember fiasco in custody. If you have solid conversational skills you'll be able to convince Haeromos to let you speak with her (Alaine). Talking with her reveals some interesting details on what actually happened in Ember, and Sand will comment on how Alaine could possibly help your position in the courthouse.

When you return outside, speak with Nya and you'll receive a quest to sprinkle a special herb (**Wrymsage**) on the dead bodies at Ember. Remember to return to her after investigating Ember and using the special herb on all the bodies. She'll give you **750 XP** along with the Amulet of the Doomguide. Also, if you refuse to help Nya, she'll speak against you at your trial a bit later.

When you're rested and ready to move, head to the overworld map and select Ember.

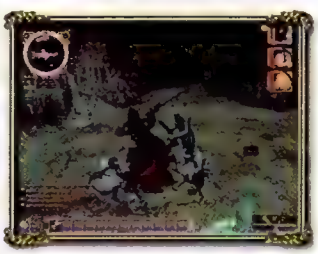
Ember

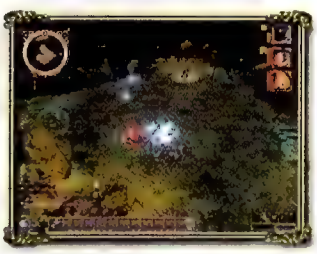
1 GATHER EVIDENCE

Your primary goal is to collect as much evidence as you can while in Ember. There are four pieces of evidence total, three of those in Ember and one in Duskwood (which is connected to Ember). How many you find and which order you choose to investigate them is up to you. The evidence is as follows:

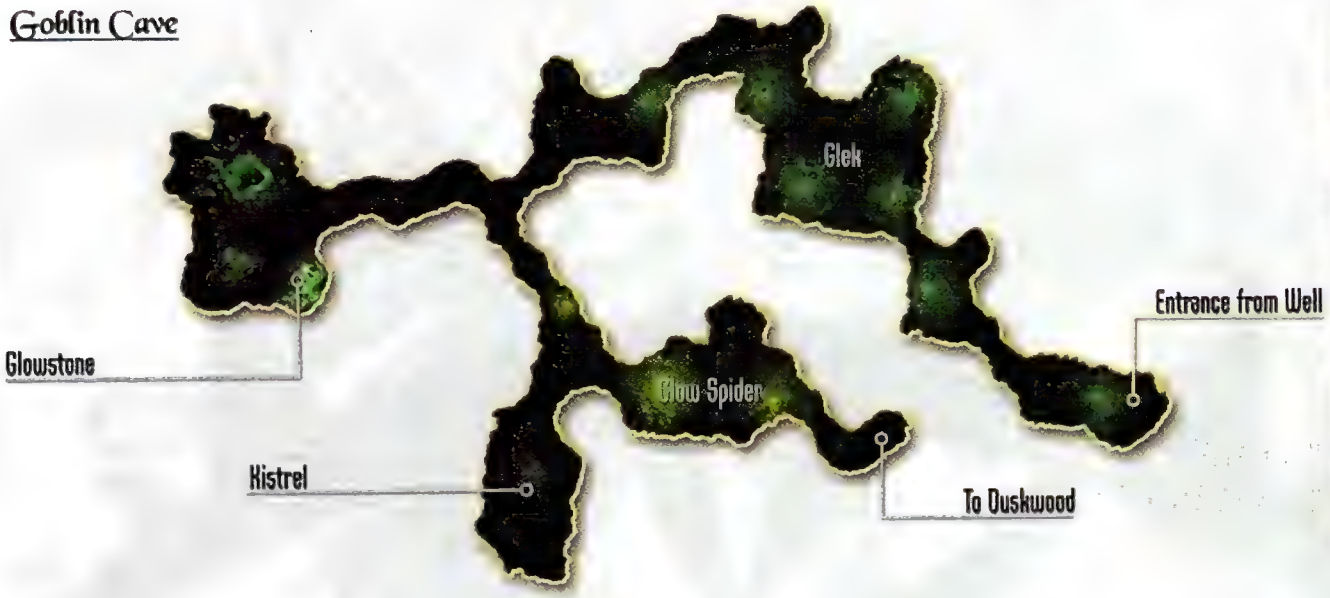
▸**Skin Sample** You'll find the skin sample on the corpse with the yellowish-colored top. Sand will notice it right away, and bring it to your attention once you're in range of the corpse. You just need to collect it to finish this one off.

▸**Quartermaster's Log Book:** The logbook is laying in the grass next to one of the buildings on the western part of town. Loot it and Sand will mention how important its contents will be during your case. Again, just looting it is enough.





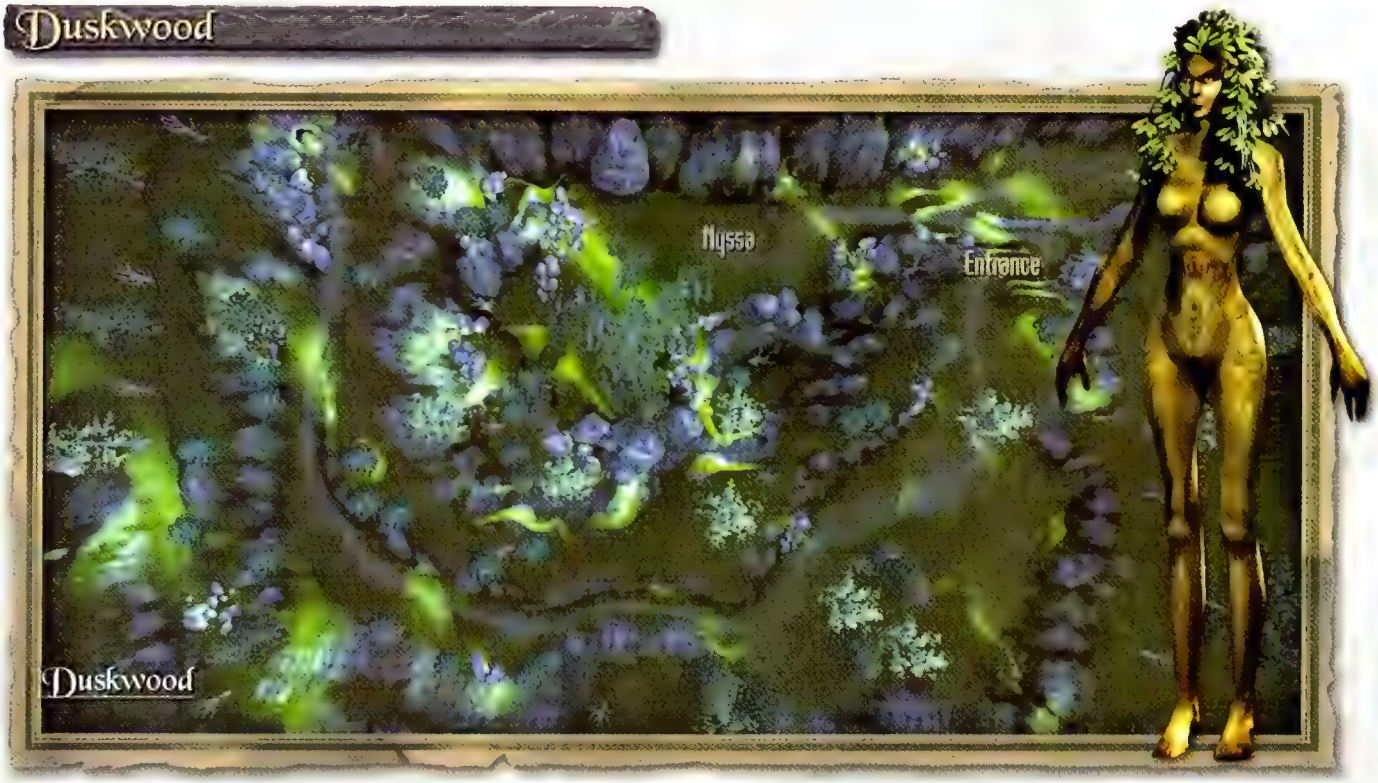
Goblin Cave



▸**Signet Ring:** The Signet Ring is found on Glek (the Goblin), and he can only be found if you repel down the well in the center of town. If you go down you'll stumble into Marcus (a character witness for your trial) before running into the Goblin area. Your options to get the ring are to either kill Glek and annihilate all his Goblin companions, or just get rid of the giant Glow Spider infestation and Glek will give it to you. *(Be aware that if you loot the Glowstone, all of the Goblins will go hostile and you'll have to fight your way out of the cave.)*

New Enemies!

Duskwood



1 THE ALTERATION POWDER

If you choose to investigate Duskwood (it is not required), you'll notice that spellcasting is permitted because of the strange spell failure aura that is present. When you encounter Nyssa, she'll offer the fourth piece of evidence in exchange for the Glowstone from the Goblin cave. You can trade it to her and walk away with the powder, or you can tell her no way and annihilate her little team of forest creatures. When the dust clears, you'll find the **Alteration Powder** along with a Lesser Magic Bag.

New Enemies!

1 THE TRIAL

Speak with Sir Nevalle and the trial will officially begin. The actual sequence is lengthy, with many, MANY possibilities for you to interact with Torio and the various witnesses. The outcome is always the same, unfortunately; so participating is nothing more than entertainment on your behalf. Whatever the choices you made in collecting evidence, setting up witnesses, and using your various conversational skills, the decision will be taken to a trial by combat, according to Lord Nasher.

Before the fight you can freely run around and equip yourself, rest and prepare for the one-on-one battle with Lorne. When you're ready to begin, go to the Temple of Tyr in the merchant District and speak with Prior Hlam. Before your fight, several party members will visit and offer you help with your battle.

During the battle with Lorne, your only chance is to try and outrun him while he's in frenzy mode. When you defeat him you'll have the chance to either spare his life or kill him. You'll be taken to the Sunken Flagon after your choice is made.

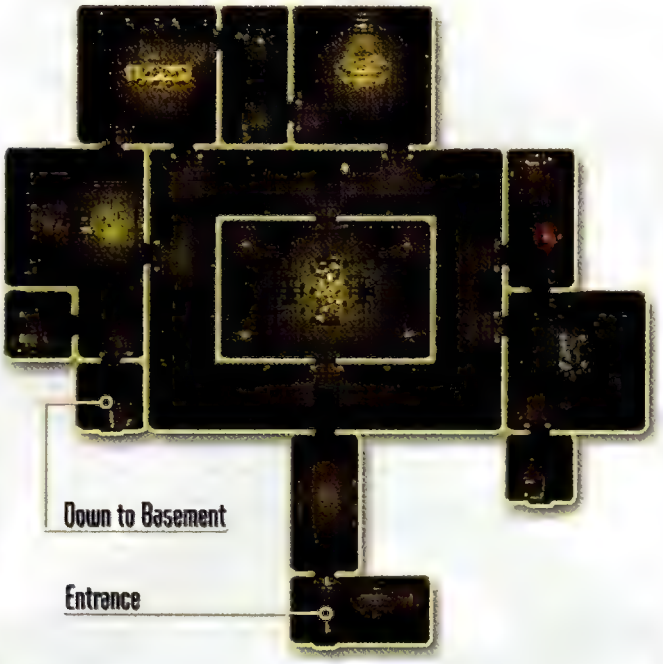
New Enemy!

2 ALDANON'S MANSE

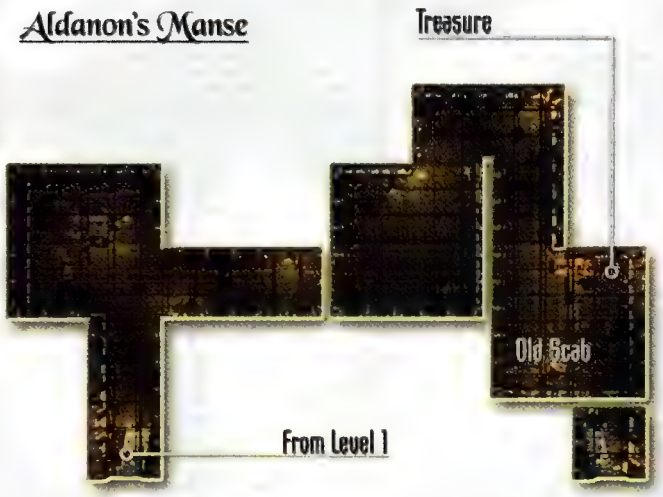
Upon returning you'll be greeted by Wolf, who tells you that Aldanon has been looking for you. Immediately after he leaves, put together a party and head for Aldanon's Manse, as labeled on the map. When you arrive you'll find a skirmish between Cormish and some thugs. Regardless of what happens in the cinemas with Cormick, head inside and search for hostages.

Aldanon's Manse is absolutely huge, with several long winding hallways connecting smaller bedrooms and storage rooms to the living room area in the center of the home. As you progress through the area, make sure to check for traps and be ready to be assaulted by small groups of Thugs. Descend the staircase going down and you'll be in Aldanon's basement.

Work your way to the end of the hallway and you'll encounter Old Scab, Naylie along with several other companions. Focus your attacks on Old Scab first, followed by Naylie, and then the rest of them. When the battle is over, speak with the survivors (in the corner of the room) and you'll learn that Aldanon has been kidnapped. Don't forget to search the treasure chests in the corner of the room to find over **7,000 GP** in coins, a **Canary Diamond** and Decision.



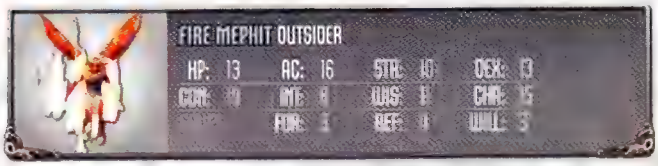
New Enemies!



3 PROTECTING TAVORICK

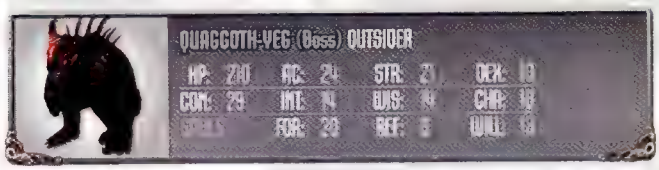
After speaking with Harcourt you'll get another quest to retrieve a missing shard. Return to Lord Nasher and update him on your progress, then immediately head out for Tavorick's House in the Blacklake District. Nasher's men are already in place defending the estate, but unfortunately that won't be enough. Shortly after the final cinema with Tavorick the house will be assaulted by demons, and Tavorick will most likely die in the attack. *(It is possible to save Tavorick from the demons. If you make it to his room in time–say, under a minute–you'll have to escort him through the crypt and defeat the same demons as if he were dead. So it doesn't change the overall result too much.)*

New Enemies!



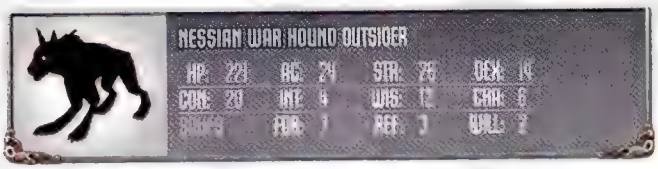
Shortly after you find out the shard is missing–and even more importantly, specifically *who* has it–you'll face Quaggoth-Yeg, the hulking demon brute. He'll go down without too much of a fight as long as you have a few good tanks to soak up his outgoing damage while your ranged fighters and spellcasters pick him apart.

New Enemy!

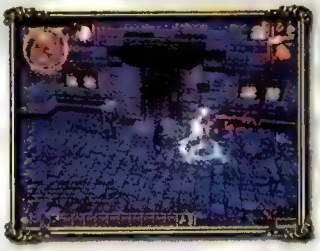


There isn't much time to waste at this point, so it's best to head straight for the Moonstone Mask in the Merchant Quarter in search of Melia. When you arrive, ascend the staircase in the rear of the bar and clear the many Fire Mephits, Succubi and Erinyes upstairs. When you reach the final room you'll encounter the mysterious shard thief who subsequently summons two Nessian War Hounds to deal with you. After the encounter, return to Lord Nasher and update him on your progress.

New Enemy!



Nasher will send you out to the Crossroad Keep to investigate the current problem of this so-called "Master of the Fifth Tower." Make sure you shop, rest and save before heading out.



A few good tanks will soak up Quaggoth-Yeg's outgoing damage while your ranged fighters and spellcasters pick him apart.

You'll encounter the mysterious shard thief who subsequently summons two Nessian War Hounds on you.

Crossroad Keep

1 STORM THE KEEP

You'll begin this sequence in a farm just outside of the Crossroad Keep limits, near the group of Neverwinter Mages. After the cinematic introduction, transition your party to the gate and battle through the Luskan Soldiers to get inside.

New Enemy!

When you proceed inside you'll face another huge group of Luskans, this time with some higher-level Warpriests and a Captain mixed in. Work through this group and Vale will mention that you need to find an alternate way inside the grounds, and that you better start searching while they work on the main door.

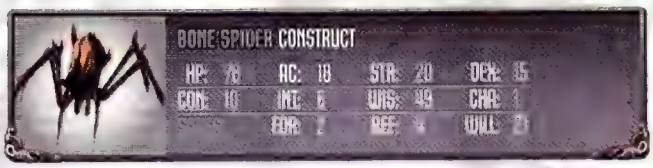
New Enemies!

You can go back and loot all the dead soldiers before backtracking all the way to the farm entrance. Exit to the overworld map and choose the newly visible "Crossroad Keep Tunnel" to warp to the cave entrance. Enter the cave and proceed toward the keep.

2 SNEAK THROUGH THE TUNNEL

You'll have to fight through several Stag, Fire, and Bombardier Beetles on your way through this winding tunnel. At the very end you'll encounter some hefty traps along with a couple of Bone Spiders. Make sure you keep your rogue handy to disarm traps as you progress. When you get to the door, enter it and you'll be on the interior of the Crossroads Keep.

New Enemies!



3 SAVE ALDANON

You'll emerge inside Aldanon's holding room, near the book storage area. Speak with Aldanon and you'll learn of Garius' plan, as well as send him on his way back to Neverwinter. Work your way into the main room and you'll face a large group of Luskan Archers and a pair of Arcane Brothers holding the main gate.

Crossroads Keep Interior

New Enemies!

Defeat them and Vale and his companions will be able to enter through the front gate, assisting you from this point forward. Loot the **Crossroads Keep Key** from one of the Arcane Brothers and use it to unlock the door on the east side of the room. In the adjacent area you'll square off against several Shadow Priests and Priestesses, so have your party buffs pre-established before entering the room. Following the battle, head downstairs and prepare for yet another large battle.

New Enemies!

4 STOP THE RITUAL

Rest, then buff the party up with spells and potions before proceeding through the main hall. A fully functional Blade Golem lies ahead, and it's in no mood to bargain or be spoken to. Have your tanks get up front while your archers and spellcasters support from the rear. If anyone goes down, make sure to rest and get them to full HP before proceeding forward through the next door.

New Enemy!

BLADE GOLEM CONSTRUCT

HP: 112	AC: 28	STR: 28	DEX: 10		
CON: 120	INT: 5	WIS: 10	CHA: 1		
	FOR: 9	REF: 6	WILL: 7		

Upon defeating the Golem, cast any party-enhancing spells on the group before bashing in the door to the ritual. You'll need all the power and buffs you can spare for this next encounter—it trumps the last two encounters. Following the cinema with Garius, focus your melee fighters on the Luskan Champions or they'll slice through your mages like butter. Have your ranged attackers pick away at the mages while summoned creatures chip at whatever they can.

After you clear the room, tell Vale that you want to search the room for treasure before leaving. You'll make one of the best rare item laden hauls of all time. You'll find a plethora of gold, gems, and high-level magic scrolls along with a few specialized magic items including Gargoyle Boots, Ring of Crimson, Ring of Clear Thought +2, Wand of Fear, Wand of Paralyzation, and Fist of the Legion. Off Garius himself you'll find a Lesser Ring of Power (whoa!) and finally, the Silver Shard: Combat Bonus.

New Enemy!

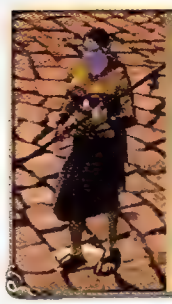
LUSKAN CHAMPION HUMAN

HP: 72	AC: 21	STR: 14	DEX: 10		
CON: 14	INT: 10	WIS: 10	CHA: 10		
SPEED:	FOR: 9	REF: 7	WILL: 9		

5 RETURN TO NEVERWINTER

After the series of important cinemas in the Crossroad Keep and then subsequently Neverwinter, Zhjaeve will join your party.

New Character!



[illegible] LEVEL 11 GITHZERAI

HP: 100	AC: 11	STR: 10	DEX: 13		
CON: 12	INT: 12	WIS: 22	CHA: 13		

As a lawful neutral githzerai, Zhjaeve will serve you well. She comes with several nice spells, along with the spell feats to enhance them. She'll need some upgraded armor and weaponry before she sees combat, so make sure you stop at one of the local shops—or better yet, recycle some of your items equipped on other characters—and get her outfitted before you head out.

Crossroad Keep

1 TAKING CONTROL OF THE KEEP

After the cinema with Zhjaeve, the Crossroad Keep is officially yours. How you run it, the way you lead your people, how you implement taxes, and what you choose to upgrade all have an affect on the overall status of the keep itself. It's a fairly complex situation, but to achieve the best results you'll need to run it in accordance with your alignment and how you've been playing the game. For example, if you're lawful good then you'll want to keep a tight ship and accomplish everything by the numbers. Your people will love you and everything will be shiny and happy, like a Canary Diamond. If you're a little more chaotic and evil, however, then you might want to tax the hell out of your farmers and merchants so you can build a luxurious master suite for yourself while your people work their asses off. If the people complain, it shouldn't bother you because you can just have them killed. As you can see, there are extremes listed here, but the subtleties and intricacies of running your own keep take experience. Only after you spend some time fiddling around with the various commands will you find a system that fits your play style.

2 MANAGING YOUR KEEP

You'll start with 14,000 GP in the coffers—courtesy of Lord Nasher—but that amount isn't stable once you initiate the tax system. How much you tax and how you build your infrastructure directly influence the financial status of the keep. If you spend you money building your master suite rather than a merchant shop, for example, then you won't be raking in money quite as fast. The order of upgrades is completely up to you.

With the above in mind, know that there are several actual in-game options you have for upgrading the keep. Master Veedle is the one to speak with for these upgrades. He can be found right outside the main door at any time.

Interior Upgrades:

- Pay 3,000 GP to fix the west wing
- Pay 3,000 GP to fix the library
- Pay 3,000 GP to fix your master suite

Outlying Area Upgrades:

- Pay 2,000 GP to fix the merchant shop
- Pay 2,000 GP to fix the smithy

Fortification Upgrades:

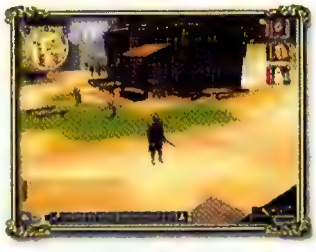
- Pay 5,000 GP to patch the holes in the perimeter walls
- Pay 10,000 GP to fully upgrade the perimeter walls
- Pay 15,000 GP to upgrade the perimeter walls to hold archer towers

Town Upgrades:

- Pay 2,000 GP to widen the roads leading to the merchants
- Pay 7,000 GP to cobble the roads leading into town
- Pay 10,000 GP to improve every road in town
- Pay 20,000 GP for upgraded watchtowers and bridges leading into town

When you're ready to continue down the critical path, head to the overworld map and select the Ruins of Arvahn. Before you arrive you'll be waylaid by a group of Malarites and their Huntmaster. Take them out and reselect the Arvahn Ruins icon once again to proceed to the next sequence.

New Enemies!



1 FIRST STATUE

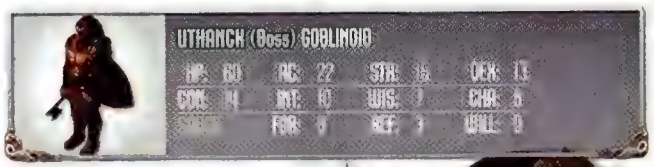
The first statue is just past the group of Orc Berserkers and Goblins. Take them out—along with the Ogres battling up the nearby path—then return to the statue and undergo its ritual. After the statue blesses you, a cinema with Zhjaeve reveals a few interesting tidbits about the history of this specific location.

New Enemies!

Take the path to the right and you'll encounter an encampment of Orcs led by Uthanck. You can make a deal with them to kill some nearby Ogres, or you can just wipe them out. It's honestly a little easier to just pound them. Plus, you'll get a ton of magic items including Armor of Command, The Ancient Sermon, Rune Hammer +2, Heavy Shield +2 and Ice Reaver +3.

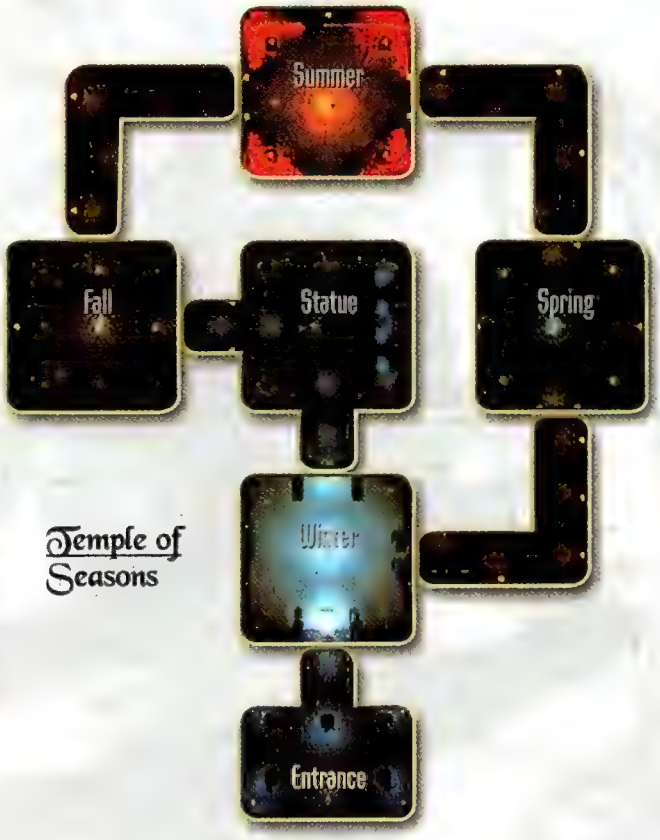
After the statue blesses you, a cinema reveals a few interesting tidbits about the history of this location.

New Enemies!



2 TEMPLE OF SEASONS (SECOND STATUE)

The Temple of Seasons is just up the road from the orc camp. Enter through the main door and you'll find out that you have to pass a series of tests based on the seasons of a calendar year. In each room you'll find a book that requires reading to initiate the respective sequence. The first season, Winter, summons a few Winter Wolves and some Ice Mephits. This is a fairly straightforward battle.



New Enemies!

Spring summons several Earth Elementals along with some Hunter Statues. Focus your damage on the Hunter Statues and the Earth Elementals will fall.

New Enemies!

The third season, Summer, summons a single Iron Golem. As you'd expect, he hits hard and takes quite a bit of time to beat down. Keep your tanks absorbing the damage while your ranged attackers stay toward the rear. Have your healers do what they do best.

New Enemy!

The final test is a tough one because of the constant electricity bolts shooting from the center console. Take out the Slyphs as fast as you can, working from corner to corner. When the last one falls the door to the second statue will open. Get your blessing, view the cinema with Zhjaeve and leave the temple immediately, backtracking all the way to the position of the first statue.

New Enemy!

3 RIVERGUARD KEEP (THIRD STATUE)

The Riverguard Keep is all the way down at the opposite end of the main path, past the Ogres and Goblins. Kill the guards at the entrance then proceed inside. The first floor is riddled with room-type encounters, meaning all of the squared-off rooms on the map above contain battles. You'll have the option not to fight some of named bosses throughout this dungeon, but you're honestly better off just pounding everyone and grabbing their loot. Once you're done exploring and collecting treasure, head to the staircase on the northwestern part of the map.

New Enemies!

The second sublevel is very similar to the first in that it's all optional content. You can skip all the rooms to the side and just head straight down the main hall if you wish. However, if you choose to explore you'll meet Ribsmasher, the Goblin Captains along with several Bugbear Clerics. When you're ready to continue, descend the staircase to sublevel three.

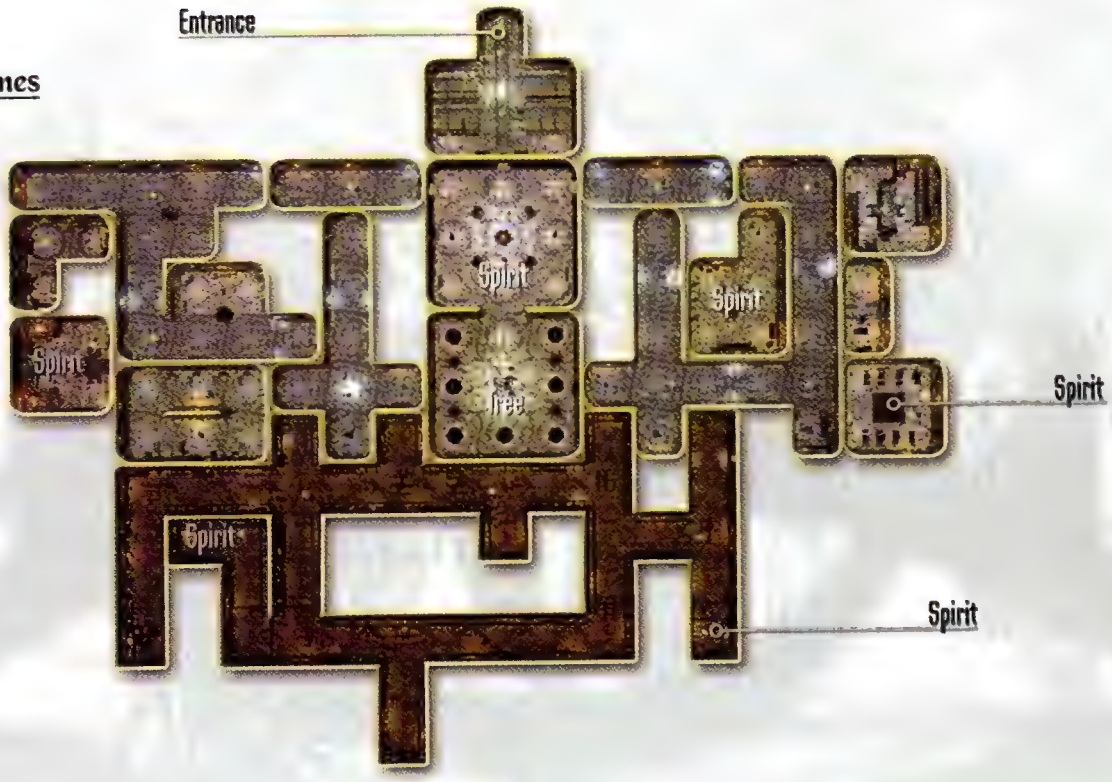
New Enemies!

When you emerge on the third level a cinema between Glix and Ghellu will play. When you enter the room with them, you'll be given a series of text options and choices as to what path to take. If you've killed Uthanck (the Orc), you can show him his head and he'll cooperate with you to open the door. On the flipside, you can just lay waste to his entire clan and loot their treasure as well.

New Enemies!

Proceed to the statue to get your third blessing, and then backtrack to the staircase near Ghellu's room that will take you all way back to the entrance. As an aside, if you chose to clear out every enemy and every chest in the entire dungeon, you'll walk away with some serious loot including The Nomad's Ring, Gloves of the Long Death +3, Bone Ring, Gemsword, The Dagger of Chaos, Ripper, Ring of Protection +2 and Feyduster +2. You'll also get the **Master's Blade**, **Scepter** and **Shield**.

When you exit Riverguard, proceed down the left path leading from the entrance and you'll head straight to the Gem Mines.



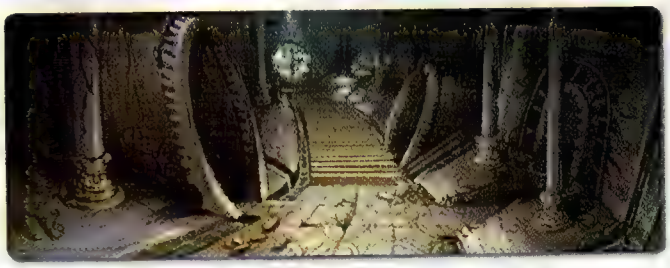
4 GEM MINES (FOURTH STATUE)

The concept of the Gem Mines is simple: get all six spirits to the tree and the fourth statue will reveal itself. The problem is that each of the six spirits is protected by a wave of undead creatures within the various chambers. You'll need to slice your way through the enemies, looting as you go, and slowly collect all six spirits.

The second, and perhaps more intricate part of this cave is the ghost lights. Think of the ghost lights as doors that the spirits cannot pass through when fully lit, but can freely pass through when capped. You'll need to lead each of six spirits through the maze, lighting and capping torches as you go. Simply touch a torch to light it, or to cap it. There is no limit on how many times you can turn the torches on or off. Once you get all six spirits to the main room the statue will appear and you'll receive your fifth blessing.

With the dungeon expunged of all evil, head outside and Zhjaeve will talk of the portal that opened on the top of the hill. Before you enter, it's wise to head back to the Crossroad Keep to sell, rest and upgrade the town. When you're ready to proceed with the critical path, return to the portal and enter it.

New Enemies!



5 SHADOW WEST HARBOR (FIFTH STATUE)

On the very top of the hill you'll find the portal that leads to the shadow world. Enter it and you'll be transported to a destroyed version of West Harbor. Once there, proceed to the swamp and investigate the ruins that you noticed in the beginning of the game but couldn't access (because of the sealed door). When you enter, you'll square off against a Shadow Reaver and his Great Shadow companions. You'll also have to knock around with a few Wraiths and some Shadow Priests as well. When the dust clears you'll find out that the fifth statue has been destroyed and that someone else had received the blessing before you got there.

New Enemies!

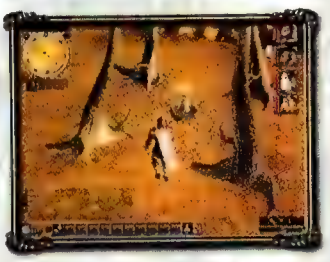
After you return from the shadow portal, exit the ruins and head straight for the Crossroad Keep. Once there, speak with Aldanon and you'll learn of Ammon Jerro's Haven along with its specific location. You can now freely travel there once you've shopped, rested and saved.

Shadow West Harbor

1 SPEAK WITH JERRO'S GUARDIAN

Upon entering the haven you'll see several groups of enemies ahead. Work your way down the left path and you'll eventually encounter the large, grey castle-like structure built into the mountain. Speak with Jerro's Guardian and you'll get three separate quests that need to be completed before you can enter: The Path of Sight, The Path of Determination, and The Path of Righteousness.

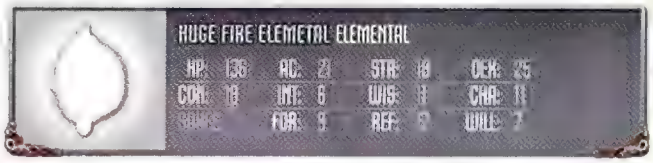
New Enemies!



2 THE PATH OF SIGHT

To complete this path you'll need to destroy the three Huge Fire Elementals and use their **Fiery Hearts** to light the three braziers. Each time you light a brazier you'll spawn three Shadows that protect each lamp.

New Enemy!



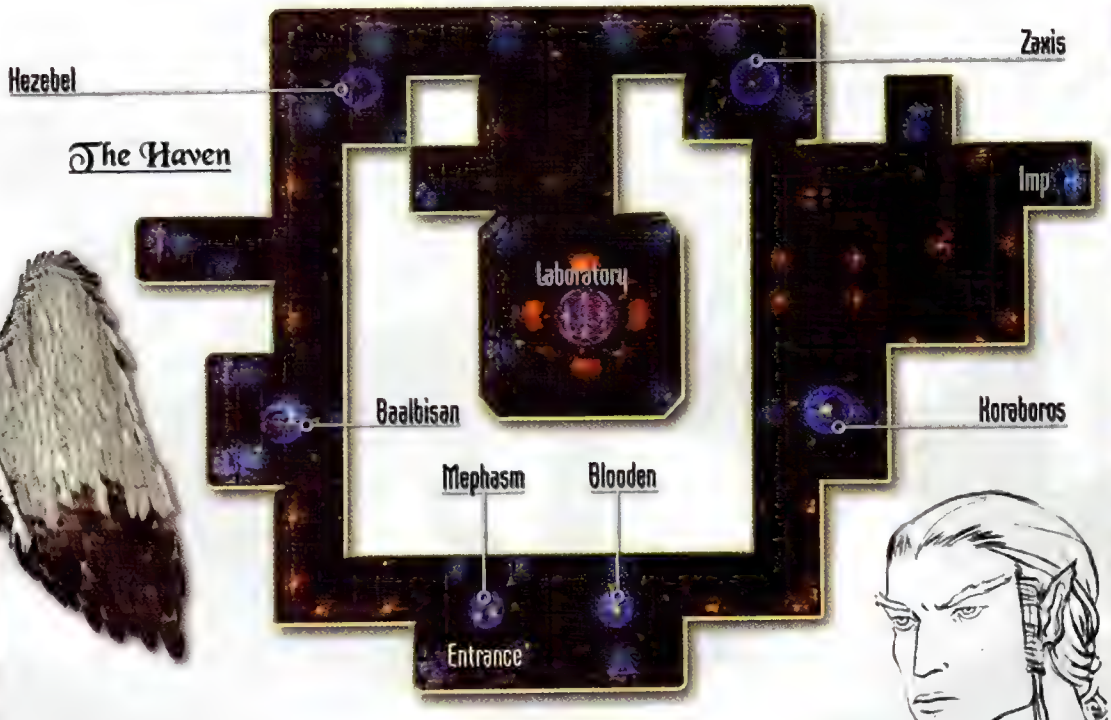
3 THE PATH OF DETERMINATION

To complete this path, carefully tread down past the bursts of smoke that lead up to the acidic geyser. Use the vial to capture some of the fluid (a dialogue will initiate), and this quest is complete. Note that the bursts of smoke dish out some huge damage—it's wise to have a higher level heal ready about halfway through.

4 THE PATH OF RIGHTEOUSNESS

Just south of the easternmost brazier is a path leading up the mountain. Ascend it and you'll encounter the Shaman, who you can either converse with or kill. If you kill him you'll get Eberond's Flail and the Uthgardt Holy Shield.

New Enemy!



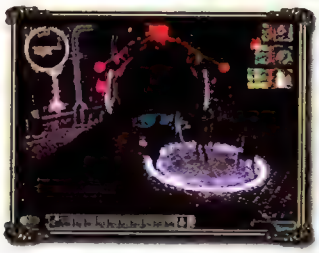
5 ENTER THE HAVEN

With all three quests complete, return to the guardian and Shandra will be asked to shed some of her blood to complete the ritual. You can ask her nicely and gain influence, or you can be thoughtless and lose influence. Either way, she's teleported inside the Haven and you'll need to chase after her.

The Haven interior is a series of prisons for the contained demons and devils. They all fight with one another, but cannot hurt you in any way. The only creatures that can damage you are the free roaming monsters, along with whatever helpers the individual demons summon should you anger them. After you speak with Mephasm—yes, the same Mephasm—the trick is to convince three of the other five demons to help open the portal to the laboratory. Which three you convince and what order you do them is up to you. This list will give you the breakdown on how to converse with each one.

▸**Baalbisan:** Baalbisan wants you to kill some of Hezebel's erinyes to gain his support. Agree to help him, then return when you've done so. This will light his beam.

▸**Hezebel:** Hezebel wants you to extract the name of Baalbisan's matron. You can get this by either successfully taunting him, or by waiting until you speak with some of the other demons further down the hall.



▸**Zaxis:** East of Hezebel's room is Zaxis. He remembers you from before, and will summon several creatures to stand in your way. Once you defeat them, skip his room and move on. The only way to get Zaxis to help you is to get his master's name from one of the demons further down the hall. When you get it, return and Zaxis will light the beam for you.

▸**Koraboros:** Koraboros is missing his imp servant and he wants you to find it. Just east of his room is where the imp is located. When you find it you'll need to grab the book from the bookshelf and use its special property to release him. When selecting the options, make sure you pick the THIRD one that says "Imprison." It actually does the opposite, and lets the imp go. When you return to Koraboros he will gladly light his beam for you.

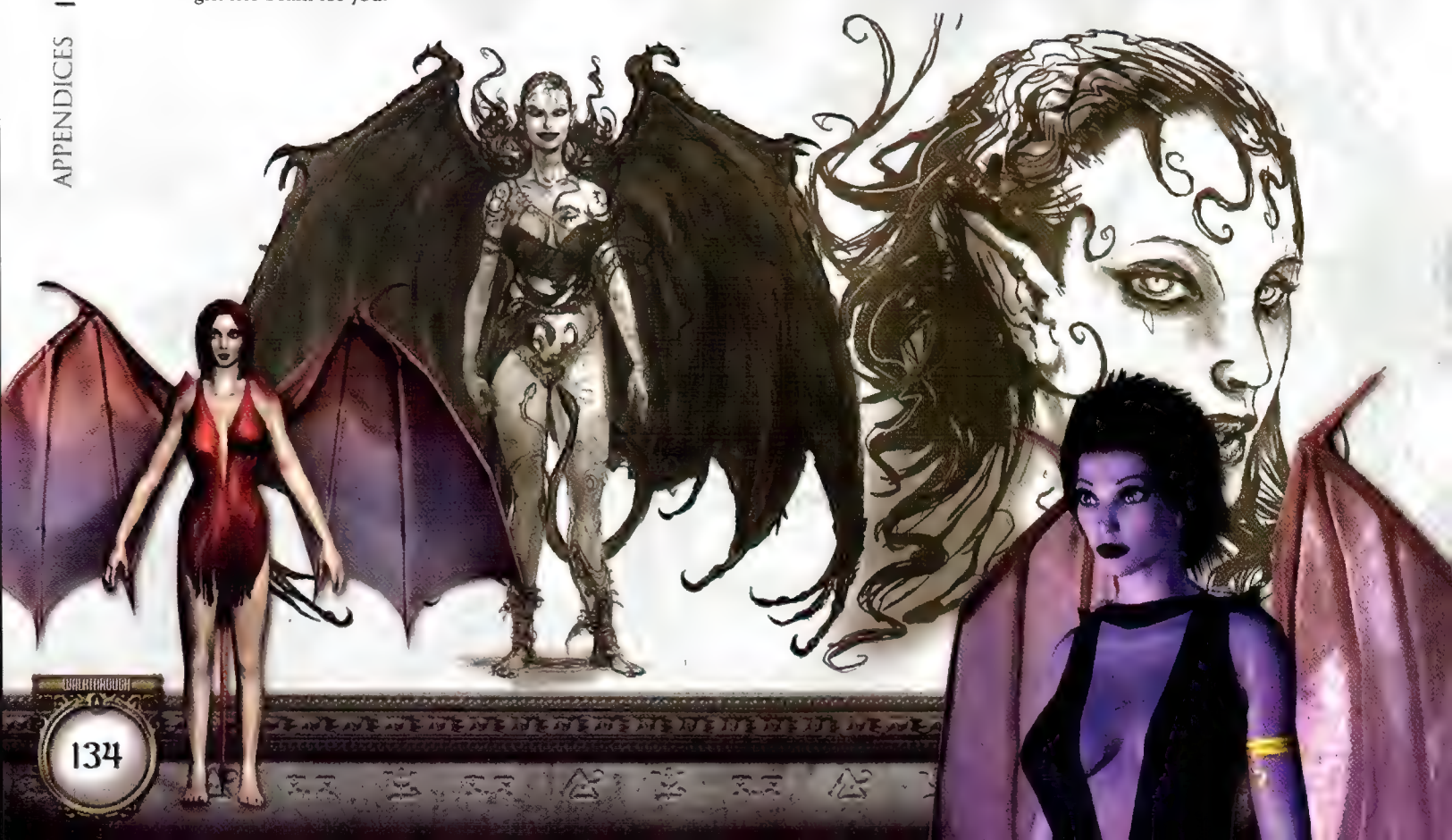
▸**Blooden:** Southwest of Koraboros' room is Blooden's. When you approach, her succubi minions will attack. The favor she asks is that you convince Koraboros to send some hellhounds to attack her. Ask him and he'll do it, getting her to light her beam for you.

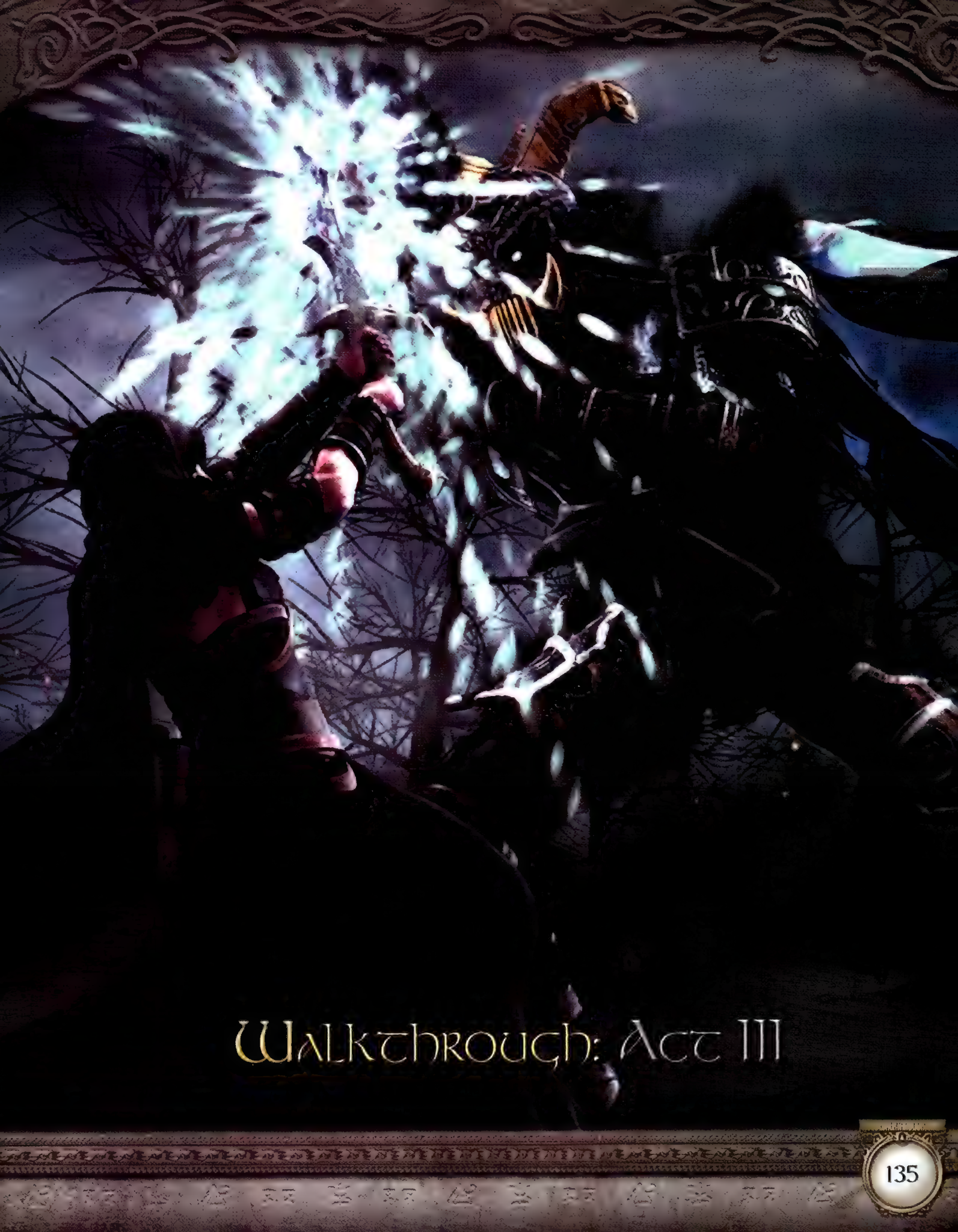
6 ENTER THE PORTAL

With four of the six beams shining (three of those by your hands), rest your party and finish searching the outlying areas. Make sure to buff up and drink potions *before* heading through the portal, not *after*. When you step into it you'll be teleported to the room in the center of the Haven where you'll square off against the Warlock. It's not a particularly tough fight, so just stack your fighters on him while your spellcasters pummel away.

New Enemy!

After you defeat him you'll be treated to a series of cinemas that wrap up the second act of Neverwinter Nights 2.

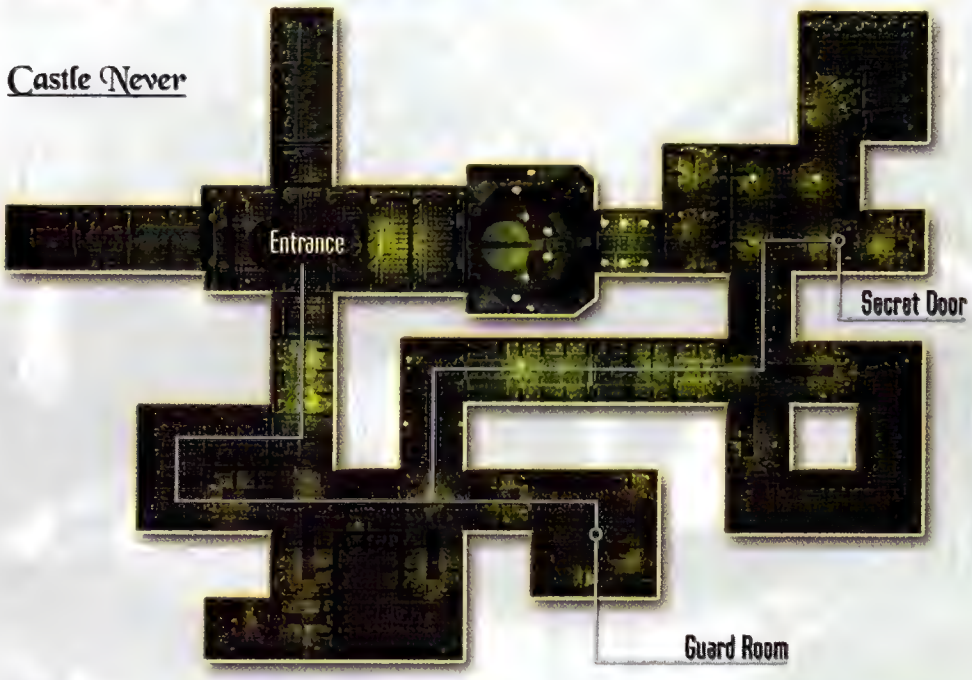




Walkthrough: Act III

Walkthrough: Act III

Neverwinter City: Castle Never

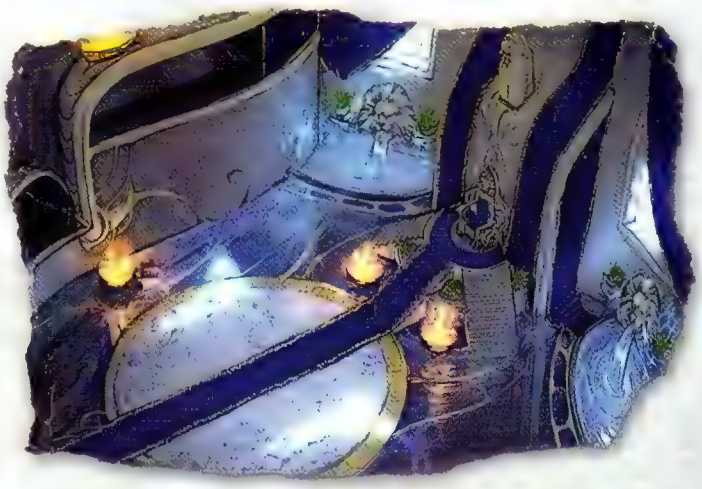


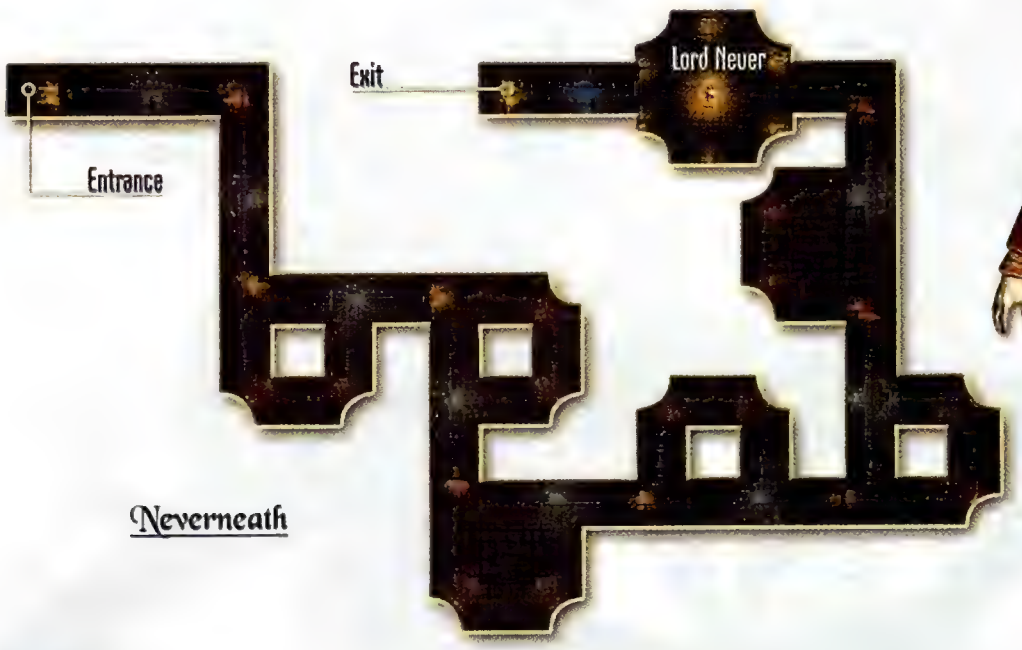
1 KNIGHTHOOD CEREMONY

This act opens with a knighthood ceremony between Lord Nasher, Sir Nevalle and yourself. As you walk down the hall to attend the ceremony, the castle is waylaid by a horde of undead creatures including Shadows, Wraiths and Vampires. The Vampires, with their damage reduction, serve as frustrating enemies unless you have fighters use the Power Attack feat.

New Enemy!

When the coast is clear, proceed down the hall (as marked on the map) to meet up with Sir Nevalle. He'll give you clear instructions on how to find the secret door that leads to Neverneath. When you approach the area with the door, click on the wall and the secret passage is revealed.





2 NEVERNEATH

Neverneath is a short series of hallways connected by eight statues. At each statue—except for the first—you'll be asked a specific question related to the history or general knowledge of Neverwinter. If you answer the question correctly, you'll be permitted to pass. If you answer it incorrectly, you'll have to face a pair of Neverwinter Guardians. The answers to the questions are as follows:

- **First Statue:** Nine
- **Second Statue:** Black Lake
- **Third Statue:** The Tomb of the Betrayers
- **Fourth Statue:** Neverwinter River
- **Fifth Statue:** [Say Nothing]
- **Sixth Statue:** Three
- **Seventh Statue:** I declare my loyalty to Neverwinter

New Enemy!

NEVERWINTER GUARDIAN CONSTRUCT

HP:	91	AC:	8	STR:	20	DEX:	9
CON:	17	INT:	6	WIS:	6	CHA:	6
SAVES		FOR:	7	REF:	1	WILL:	2

Lord Never's tomb lies after the final statue. Never's body itself is protected by several traps along with nine "magical" floating swords. You can engage the swords by trying to finish them off before they kill you (not the best idea), or you can sneak through the gap on the north side of his body and access the loot window without alarming the swords. Either way, grab the **Rod of Never** and continue to the exit.

When you emerge topside, open the hidden door behind Nasher's throne and you'll be able to step in the room and save him from the Shadow Reaver. When you destroy it you'll view a series of important cinemas that lay the groundwork for the third and final act of Neverwinter Nights 2. Afterward, you'll have four main quests to complete in this final act:

- (A) Control of the Crossroad Keep
- (B) Recruit allies for Crossroad Keep
- (C) Find out how to kill the Shadow Reavers
- (D) Find the location of the King of Shadows' lair

We'll start off with management of the Crossroad Keep, followed by the recruitment quests, then the Shadow Reavers, and finally the location of the King of Shadows lair.

New Character!

[redacted] LEVEL 16 WARLOCK

HP:	117	AC:	12	STR:	10	DEX:	14
CON:	14	INT:	16	WIS:	12	CHA:	17

Immediately following the intro "assault" sequence you'll find out that Ammon Jerro is now a selectable option when you create your party. He brings powerful warlock spells to the table, along with being one of only two characters—himself and Zhjaeve—who can cast the mighty True Name spell on the Shadow Reavers.

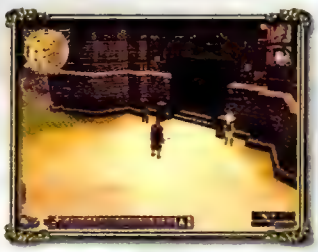
Crossroad Keep

1 MANAGING THE KEEP

After the series of cinemas with your companions on your newfound knighthood, it's time to upgrade the keep once again. Speak with master Veedle and you'll have a few new upgrade options, along with any of the options you've yet to complete from Act II. The new options are:

- Outlying Area Upgrades
- Pay 10,000 GP to build the church
- Pay 20,000 GP to build the wizard's tower for Startear

You'll have a few options as to "who" you want to run your church, and you'll find Startear near Sir Nevalle for the wizard tower. You'll also be able to initiate new commands to Kana about the men, and more specifically about what you want Bevil to work on. Plenty of small "special missions" will pop up, where you initiate a text command to Kana whether you want her to investigate them or not.



New Enemies!

Circle of the Mere

1 ELANEE'S QUEST

When you return to the courtyard (from the inside of the keep) for the first time, Daeghun will initiate a cinema involving Elanee and the Mere. After you recruit Elanee, Bishop will offer his help on the journey as well. If you can live with his ridiculous remarks and snide comments, he's worth bringing. Head straight for the Circle of the Mere icon on the overworld map when your party is equipped and ready to fight.

After viewing the cinema upon arriving at the Mere you'll have to fight the circle of druids. It's not a particularly hard battle, but Vashne shapechanges into a tough little beater-smasher wolf critter. After the battle, decide whether or not you want to kill Elanee and her mentor, Naeven. Depending on your overall influence score with her—especially related to how you answered the questions in this specific outing—you might be able to keep her in your party. Regardless of the outcome, the druids are too few to help your cause so you should report back to the town at once.

Ironfist Stronghold

Ironfist Stronghold

1 PERSUADE CLAN IRONFIST

After returning from the Ancient Valley, put Khelgar in your party and head for the Ironfist Stronghold. The concept here is to sway the stubborn Ironfist clan—namely Keros—to help Neverwinter in their battle against the King of Shadows. The problem is that when you talk to Keros, he tells you that he's not interested in the alliance anytime soon. The only way to sway him is to release the Hammer of Ironfist from its age-old stone container. To release it, you'll need the Gauntlets of Ironfist and the Belt of Ironfist. The Gauntlets of Ironfist are right under the statue but a Fire Giant King on the top of Mount Galardrym holds the belt. When the cinema is complete, head back to Crossroad Keep to get your party ready for a lengthy journey. *(Imporant Note: Before you leave for Mount Galardrym it's wise to stop at the church and speak with Ivarr about his "vision." This will open up a quest to kill the dragon and get a special weapon while you're already visiting Mount Galardrym.)*

Mount Galardrym

1 CLEAN OUT THE FIRE GIANTS

It's a long, winding journey to the top of the mountain so if you have Potions of Speed, this is a great place to use them. The trail is covered with Fire Giant camps along the way, so make sure you wipe out each camp as you progress toward Tholapsyx. When you arrive at the loading point, enter it and you'll be in Tholapsyx's lair.

New Enemy!

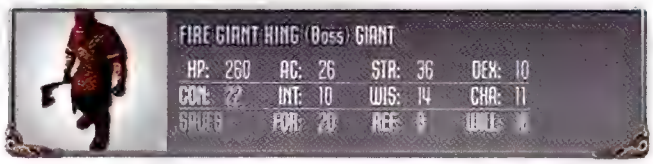
2 MAKE A DEAL WITH THOLAPSYX

Tholapsyx starts off a bit hostile and somewhat creepy, but don't turn on her just yet. After a few conversational skills (Diplomacy, Bluff) you can strike up a deal and agree to kill the Fire Giant King as long as she lets you take the belt you need. When both parties agree to this deal, she'll fly to the camp and wait for your ambush. Now all you have to do is backtrack through Mount Galardrym and traverse toward the "Fire Giant King" entrance as marked on the map.

3 THE FIRE GIANT KING

As soon as you load to the new area you'll see the Fire Giant King along with his minions. After the series of cinemas you'll have a choice to engage (1) the Fire Giant King, (2) Tholapsyx, or (3) both. The best choice is to engage the Fire Giant King first, that way you have Tholapsyx soaking up damage from his minions while you focus on bringing him down. If you engage them both at once, everything on the screen is hostile and the battle is just one huge beastly mess.

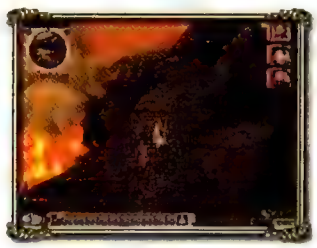
New Enemy!



Shortly after bringing down the king, Tholapsyx will reveal that she's not holding up to her end of the bargain. (Hah! Crazy red dragon hoarding treasure? Go figure!) Destroy her and you'll able to loot some incredible items from the battlefield including Terrance's Fell Axe, Belt of Ironfist, **Red Dragon Hide**, and **Dragon's Blood**. Search the Fire Giant King's treasure hoard and you'll find tons of magic scrolls along with a Ring of Major Acid Resistance, Greater Archer's Belt, and Shadow Legion Armor.

New Enemy!

Now, the super fun part is returning to Tholapsyx's unguarded treasure hoard to lay claim to all that loot! When you arrive you'll also find out that slaying Tholapsyx fulfilled Ivarr's "vision" quest, and you'll receive a special chest containing **The Holy Avenger** for completing his task. (This is the best longsword in the game for paladins!) You'll also get the single largest batch of hardcore treasure in the game, including over **10,000 GP** in cash, another **20,000 GP** worth of assorted gems, a huge assortment of high-end magic scrolls (another **5,000 GP** worth), a few potions and around 200 crafting ingots of assorted types worth at least **25,000 GP**. All in all it's about 60k in non-magic items alone! The magic items include Scarab of Protection +2, Wand of Missiles, Half Plate +2, Shield of the Holy, and The Waking Dragon.



Ironfist Stronghold

1 RETURN WITH THE IRONFIST BELT

Now that you have both the belt and the gauntlets, equip Khelgar and return to Keros to invoke the right of Torim's Challenge. When Khelgar raises the hammer, the Ironfist clan will be in awe and you will have their allegiance in the fight against the King of Shadows. You'll also get the **Hammer of Ironfist** to complete the set, which is an absolute powerhouse of an item. When you're ready head back to the Crossroad Keep to sell, shop and rest.

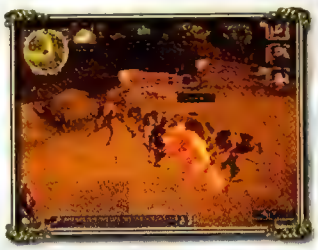
Highcliff

1 LIZARDMEN ALLIES

When you arrive in Highcliff you'll see the townspeople being attacked by lizardmen. Save them and proceed inside to speak with Elder Mayne about a possible solution to his problem. Once you find out what the lizardmen are up to, confront them on the other side of town and you'll meet their leader, Batha. Regardless of what you say to Batha, you'll have to fight him and his guards. You can choose to let Batha live, and have the lizardmen join your case at the keep, or you can kill him and send his men scrambling back into the wilderness. After the battle (either by slaying them or having them join you), you'll get Grey Robe of the Archmagi and a Fey Spear +3.

New Enemies!

Make sure you speak with Elder Mayne, Juni Mayne, Rand, and Edario after completing this quest. They'll all meet you at Crossroad Keep following this scene.



Port Llast

1 THE MYSTERIOUS WENDERSNAVEN

Put Grobnar in your party and head for Port Llast. Remember those two insane gnomes—Noduab and Enleva—who wouldn't stop blathering about those damned Wendersnaven? Well, bring Grobnar to speak with them and he'll attempt to decode their insanity in an attempt to possibly build an alliance. After flipping through pages upon pages of nonsense, you'll overhear the gnomes mention a map. Ask them if you can see it, and they'll mark the "Strange Clearing" location on your overworld map. Travel there and you'll be ambushed by a series of orcs. Defeat them and search the center of the field for a pile of bones where Grobnar will find some type of invisible Wenderkazoo. After the hilarious cinema, call it a loss and head back to the keep. There will be no Wendersnaven allies for this group of adventurers.

Forest

1 MEETING WITH SYDNEY NATALE

Once all of your allies are locked in, locate Khralver (just outside the main gates at the keep) and he'll relay some interesting info about Sydney Natale. Apparently Sydney wants to meet with you, but only if you bring Qara and Zhjaeve along for the fun. Er, right. Suspicious yet? You should be. Agree to meet and you'll be automatically teleported to a random forest area with Sydney and his sidekick, Jalboun.

After a series of text options you'll find out that yes, it's a trap! After defeating the Animus Elemental you'll be able to bribe Jalboun to help you pound Sydney into submission, or just smash everyone into little chunklets. When you're all finished you'll get the **True Name Scroll** and a Ring of Power. Return to Kana (at the keep) and you'll receive the specific location of a Shadow Reaver camp as a result of their research.

New Enemies!

ANIMUS ELEMENTAL (Boss) ELEMENTAL

HP:	178	AC:	20	STR:	18	DEX:	18
CON:	18	INT:	19	WIS:	15	CHR:	18
SAVES		FOR:	15	REF:	9	WILL:	23

SYDNEY NATALE (Boss) HUMAN

HP:	138	AC:	15	STR:	10	DEX:	14
CON:	16	INT:	20	WIS:	12	CHR:	10
SAVES		FOR:	8	REF:	7	WILL:	11

JALBOUN OF THE TWO BLADES (Boss) HUMAN

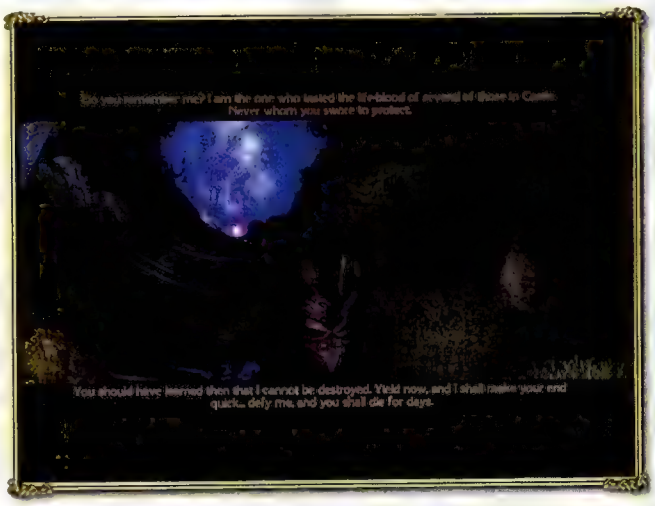
HP:	92	AC:	25	STR:	16	DEX:	16
CON:	14	INT:	8	WIS:	11	CHR:	8
SAVES		FOR:	7	REF:	11	WILL:	2

1 KILL THE SHADOW REAVER

You'll need to have either Zhjaeve or Ammon Jerro in your party to access this battle—primarily because they're the only two that can use the True Name Scroll—but which one you pick is up to you. We recommend Zhjaeve if nothing else but because she has better armor and more HP to buffer her while she casts the spell. The premise of this fight is a simple one: have your tanks soak up the damage and take out the sidekicks while Zhjaeve focuses on invoking the True Name spell. Once she's completed the spell you can focus your attacks on the Shadow Reaver himself. He'll fall rather quickly. Upon defeating this group you'll get Cowl of Warding, Wicked Union and Silver Shard: Death Magic Immunity.

With the newest piece of the shattered sword in your possession, Zhjaeve comments that the sword can now be forged and that the party needs to return to the keep once again. When you arrive, speak with Ammon Jerro and you'll learn yet another one of his well-kept secrets: he knows of an ancient dragon named Nolaloth who has specific knowledge on shards, and more importantly, perhaps how to forge it into a usable weapon.

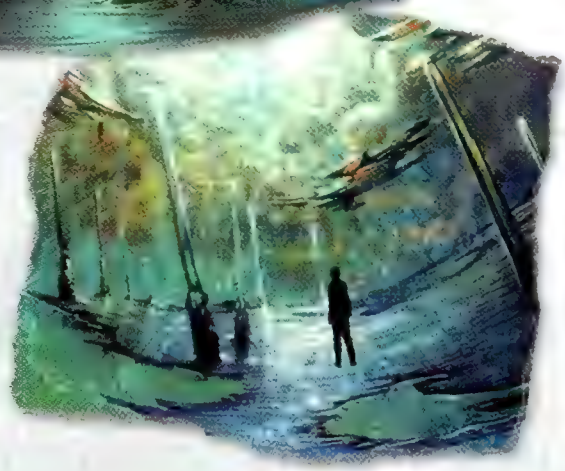
New Enemies!


Never whom you swore to protect.
You should have learned then that I cannot be destroyed. Yield now, and I shall make your end
quick...defy me, and you shall die for days.

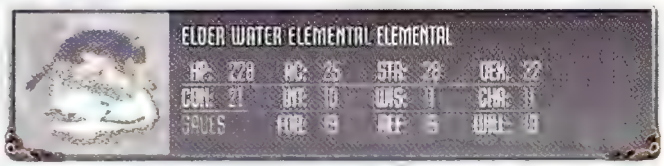
Ancient Valley

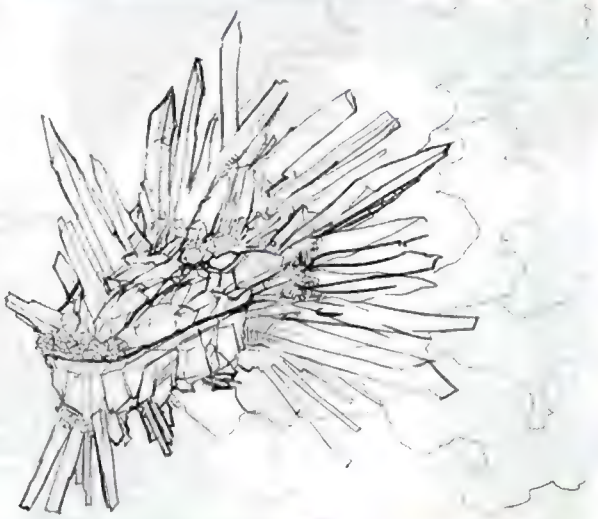
1 FIND NOLALOTH

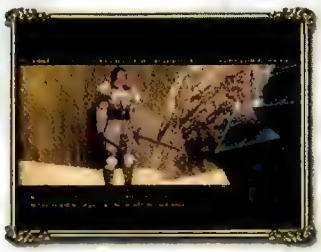
This is *by far* the most difficult section in the game if you choose to kill Nolaloth. First, as you wind through the passage—there is only one way you can go—you'll be engaged by Elder Water and Earth Elementals. They have insane HP, damage reduction and dish out monstrous damage as well. You'll need your three best heroes for these encounters so make sure you have a solid tank and a dedicated healer.

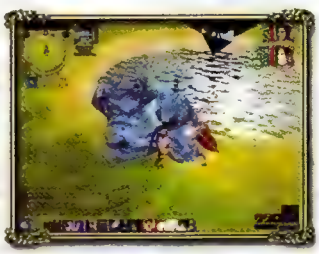


New Enemies!



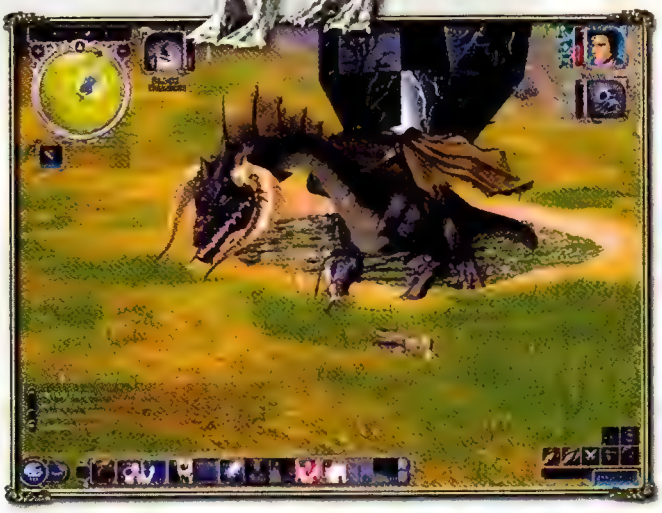






Once you make it to the crystal in the center of the field, run directly across from it and you'll find another, smaller crystal. This will spark the cinema with Nolaloth. Following the lengthy chunk of background on his situation, you'll have the option to either slay Nolaloth (as he requests), or simply leave the area. If you decide to attack the heart you'll face two fully-grown Black Dragons in what is the most difficult fight in the game so far. Our only recommendation is to have your highest-level spell-caster repeatedly cast summoning spells (Summon Creature VII, Mordenkaiden's Sword) to keep the second dragon busy while your team focuses on the first. If all plays out like it should, the second dragon should just be ripping through the last of the summoned creatures when the first dragon falls.

When you slay both dragons you'll get a King's Tear, 2 x Amulet of Natural Armor +4, 2 x Ring of Elemental Resistance, The Sly Blade, Greater Necklace of Fireballs and a Stone of Controlling Earth Elementals. Destroy the crystal (by bashing it) and you'll complete the quest and free Nolaloth's spirit. Make sure you pick up the 5 x Crystal Heart Shards from the pool as well.



New Enemy!

Ruins of Arvahn

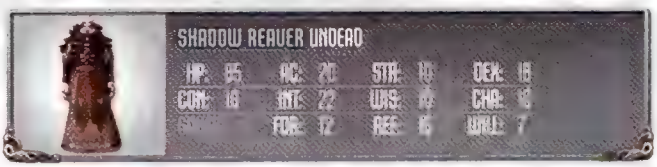
1 TRAVEL TO SHADOW WEST HARBOR

When you arrive at the ruins, head up the hill and through the Song Portal toward Shadow West Harbor. When you exit the ruins you'll run into a few old friends. After you finish that sequence you'll notice a small point on the river that you can cross to reach the next area. If you touch the water directly you'll get cursed, so you need to either search for logs to make a bridge or just absorb the curse and cross it normally.

2 FORM THE SWORD OF GITH

Speak with Danan Starling and he'll lead you to his mother, Retta. Obviously Retta is a shadow so you'll need to take her out and move toward the scar in the field ahead. When you arrive at the scar you'll view a cinema with Zhjaeve before forming the Silver Sword of Gith. A Shadow Reaver will attack immediately after forming the sword, so be ready to keep Zhjaeve as she recites the True Name spell.

New Enemy!



Crossroad Keep

1 INVESTIGATE THE COMMOTION

Speak with Sir Nevalle at Crossroad Keep and you'll learn that Callum is being attacked by Blade Golems not too far away. When you run to save him you'll be greeted by yet another Shadow Reaver. This time, Ammon Jerro will recite the spell while the rest of your team takes out the Blade Golems. By the time you finish with the last Blade Golem the spell should be complete and the Reaver will be vulnerable.

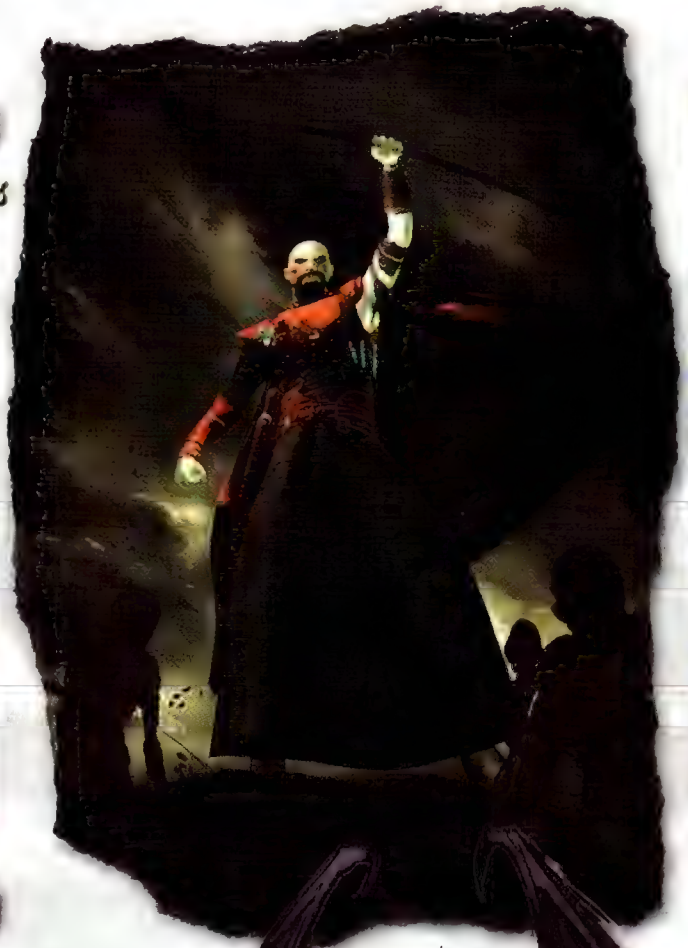
New Enemies!

After the fight you'll get the Tome of Iltkazar, which Aldanon so badly requires to find the specific location of the King of Shadows. After giving it to him, he'll mention that Ammon Jerro has gone missing. If you should choose to chase him down, you'll find him at Shandra's Farm. If not, continue moving forward with the critical walkthrough and talk to Sir Nevalle.

Shandra's Farm

1 TRACK DOWN AMMON JERRO

When you arrive at Shandra's Farm you'll find Ammon Jerro being ambushed by Koraboros. When you enter the battle Koraboros will summon a plethora of demons to help make Ammon pay for imprisoning him. After you get what Ammon came for, head back to the keep and tell Sir Nevalle that you're ready to get started.



New Enemies!

HORNED DEVIL OUTSIDER

HP:	172	AC:	36	STR:	31	DEX:	25
CON:	25	INT:	14	WIS:	12	CHA:	22
SPELLS		FOR:	16	REF:	16	WILL:	17

KORABOROS (Boss) OUTSIDER

HP:	225	AC:	41	STR:	37	DEX:	27
CON:	27	INT:	26	WIS:	26	CHA:	26
SPELLS		FOR:	19	REF:	19	WILL:	21

Crossroad Keep

1 THE SIEGE

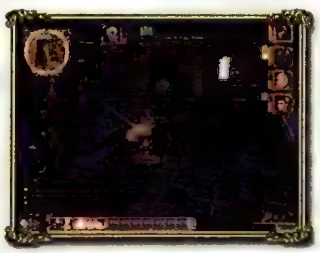
Once you've readied the keep you'll view a series of cinemas with Lord Nasher. After the war room discussion you'll be transitioned to battle. Without spoiling what happens, know that you have to speak with Daeghun then head down the hill. Defeat the undead and you'll find Black Garius a little further down the path.

After the cinema you'll wake up to the alarm and learn that Crossroad Keep is under attack. Once you select which heroes will be at your side during this battle sequence, Sir Nevalle will hand you the Rod of Resurrection. *(The rod has eight charges, and will revive dead heroes to full strength via instant cast. It's absolutely key during this next phase since you'll need your heroes up 100% of the time against the throng of undead.)*

The first part of the battle takes place on top of the keep's walls, and your goal is to slowly chip away at each of the six siege towers. The towers pull up one by one, unloading undead for as long as they stay active. The strategy here is to knock out a single tower at a time, focusing your strength on one before moving to the next. Don't scatter your men everywhere unless you want it to turn into a giant meat grinder inspired slaughter-festival.

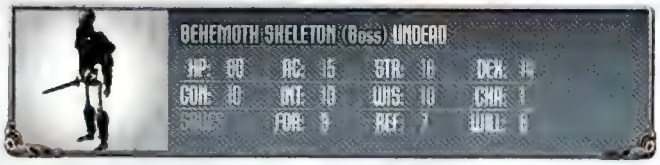
New Enemies!

After you take out all six towers the battle transitions to the courtyard where you'll be able to select two heroes for support. If you have the Construct, now is a great time to use it. The sheer HP and tank-factor make it an awesome sidekick during this sequence. Whatever you decide, make your selection and you'll view an important cinema regarding a traitor amongst your heroes. No, really? Who'd have thought *that* person was a traitor?



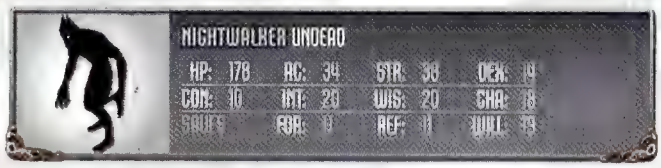
When the battle resumes, you'll face a massive wave of mixed undead that just do not, stop, coming. Use crowd control spells (if you've got them) and focus your power attacks on the Behemoth Skeleton when it appears.

New Enemy!

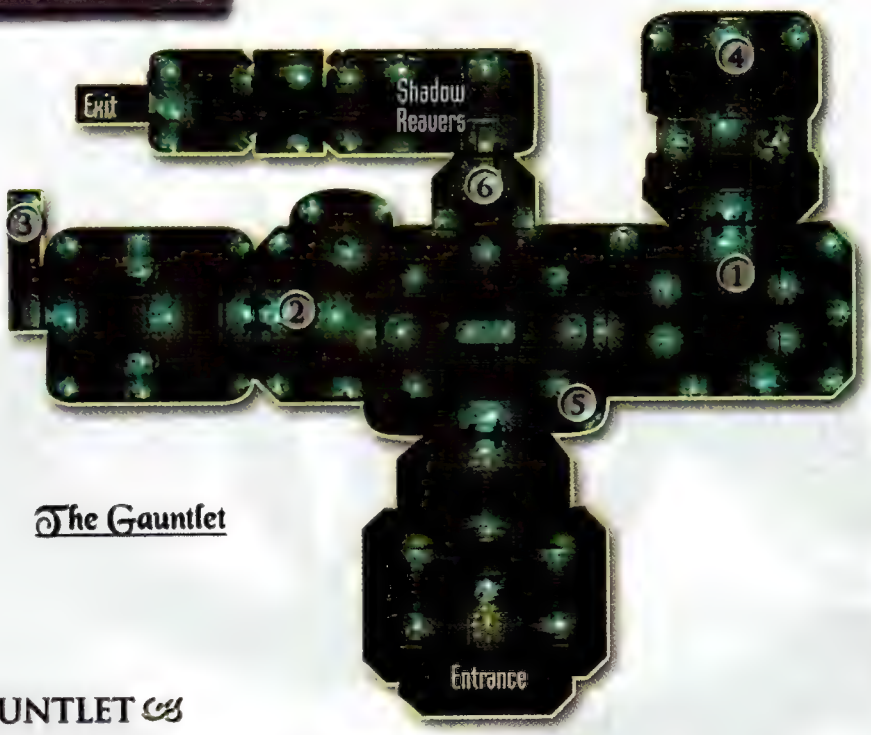


Black Garius will show up shortly after you destroy the Behemoth Skeleton to initiate a cinema and summon the Nightwalker, an avatar of the King of Shadows. Make sure you pop all of your special feats granted by completing the various rituals at the Ruins of Arvahn as soon as this fight begins—you'll need every ounce of power you can squeeze to take the Nightwalker down.

New Enemy!



As soon as it falls the game will break to another cinema. Choose whom you want to recite the True Name spell and Garius will be forced to retreat, for now. Back in the keep, Aldanon will tell you that he's ready to teleport you into the King of Shadows' lair whenever you're ready to leave. Make your final preparations and talk to him when you're ready to warp to the final area in the game.



The Gauntlet

1 TRAVERSE THE GAUNTLET

After warping in you'll be able to select your final party before heading out to find the King of Shadows. The gauntlet is a medium-sized dungeon full of chambers connected by shadow portals. The numbers on the map represent your actual flow from one point to another. So you'll start by hitting point (1), which will take you to point (2), then you'll head out for point (3) and so forth. When you get to the last staircase you'll be able to descend into the final chamber where you'll square off against the King of Shadows. Some general tips for this dungeon:

- You cannot rest at any point throughout the whole dungeon. As such, you cannot under any circumstances use your special abilities or one-time use feats. Save these for the final battle.
- Bring plenty of Potions of Lesser Restoration and Potions of Cure Critical Wounds. Put them on every character in your party, in quickslots.
- Don't spend a lot of time fighting off every single enemy in the few areas. Get to the shadow portals and move on.
- When you see a boss-type creature, like a Lich or Nightwalker, take them out immediately. As always, never focus on the smaller creatures first.
- If you played your cards right during the "siege" sequence you should still have plenty of charges on the Rod of Resurrection. Keep these charges handy for the end of the gauntlet.

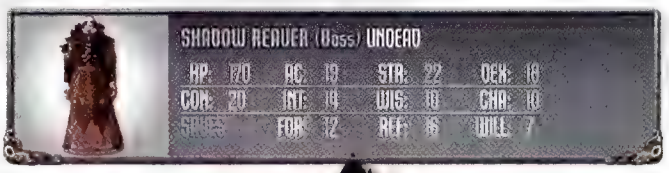
New Enemies!

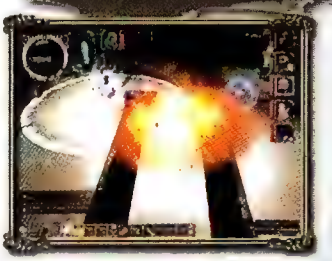
2 DESTROY THE THREE SHADOW REAVERS

This fight is very difficult, especially since your party is most likely beat to absolute hell from getting this far in the dungeon without resting. Here are some helpful tips to help you destroy the Shadow Reavers on your first try.

- Keep Zhjaeve and Ammon Jerro toward the rear of the bridge before initiating the encounter. The concept behind this is so they can cast the True Name spells without being interrupted by the Shadow Reavers' AoE spells.
- If you have clerics or mages with summoning abilities, now is the time to use them. Call in the monsters before initiating the cinema and place them in front of your party to soak up damage.
- Like the previous Shadow Reavers, you can only permanently damage these when the True Name scroll is finished.
- Hopefully you saved all of your special "blessings" from completing the rituals of purification. This is a great time to pop them off.

New Enemy!





3 BLACK GARIUS

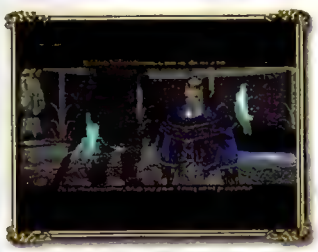
After destroying the Shadow Reavers, head down the staircase at the end of the hall and you'll be able to select party members and rest. (Make sure you rest before opening the door!) After the climactic cinema before squaring off against Black Garius. There are a couple of important things to know about the Black Garius fight:

- Black Garius attempts to sway your party members over to his side before the battle begins. Depending on how nice you've been throughout the game (yes, your influence scores actually meant something), he may get one or two characters, or he may pull slightly more. Either way, whoever joins his team becomes the enemy.
- Garius summons all types of demons, including full-powered Balors. It's wise to summon some powerful beasts of your own to soak up damage and "run interference" while your main characters focus on the important targets.
- Again, this is a great place to pop off your blessings granted by the rituals of purification. You'll have a chance to rest once you've cleared the room and before opening the portal to fight the King of Shadows himself.
- Don't overlook whatever extra charges you have remaining on your Rod of Resurrection. One or two charges can alter the entire battle.

Sanctum

From Gauntlet

New Enemies!

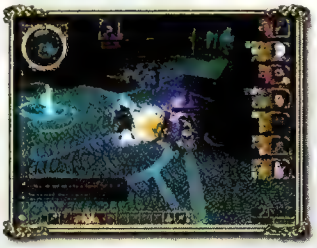


When you destroy everything in the room, regroup; dispel any curses and rest before clicking on the portal to summon the King of Shadows himself.

This battle is tough—your most intense challenge in the game—no matter what equipment you've gathered and regardless of how jacked your characters are. Remember that each of the rituals learned in the purification phase are directly focused against stopping the King of Shadows primary attacks. That is, each feat is used to counter a primary attack. There are also several important specific strategies to remember for each phase of this battle as laid out below.

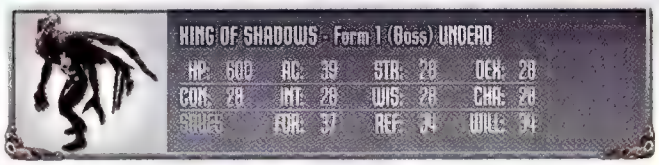
PHASE 1

- This form of the King of Shadows (KoS) will level drain and poison you very quickly if you don't have the proper defenses. We recommend casting Undeath's Eternal Foe, which will last for 20 rounds.
- When he teleports around, have your tanks follow as they dish out the damage. Keep your spellcasters somewhat spread out so they can cast buffs and less-powerful spells. Save their strongest nukes for later forms.



This form will level drain and poison you very quickly if you don't have the proper defenses.

New Enemy!

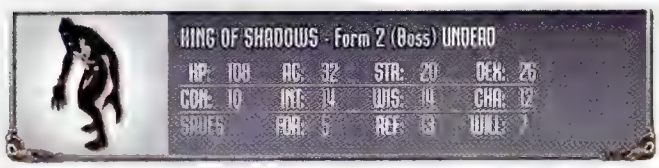


Use Aurora Chain to immobilize the mini-KoS and rain down any area of effect spells that you have.

PHASE 2

- Use Aurora Chain to immobilize the mini-KoS and rain down any area of effect spells that you have. Your tanks should be running around in the mayhem taking out whatever they can. If you concentrate the spells while your tanks hold them, this phase goes rather smoothly.
- A total of 30 mini-KoS will spawn. When you've killed around 25-27 of them, recast Undeath's Eternal Foe as it should be running out around that time.

New Enemy!



DEVELOPER'S TIPS

Note: Clicking on the statues allows the PC and Ammon Jerro to replenish individual ritual powers might be helpful.

Phase 1: Though Undeath's Eternal Foe is a great suggestion if you can spare a 9th level cleric slot, it should be noted that Soothing Light is the direct counter to the Shadow Plague effect on the KoS during this phase. It will block the negative damage and remove the negative levels

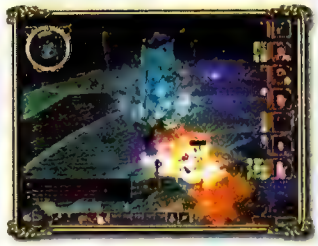
Phase 2: Web of Purity is used to trap mini-KoSs. Once they are trapped, Cleansing Nova will hit all mini-KoSs trapped in the web as long as one in the web is targeted. This requires concerted effort to send Ammon Jerro and the PC to the statues two or three times.

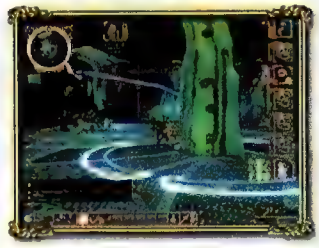
Phase 3: It's worth noting that Aaron's Chain is used to pierce the KoS' Cloak of Shadows even though it's not that valuable in the shipping game. We're planning on patching revised functionality for the KoS' Cloak of Shadows that will make overcoming it vital to the party's success.

BASICS
CHARACTER CLASSES
WALKTHROUGH
ACT III
Neverwinter Wilds
Castle Never
Crossroad Keep
Circle of the Mere
Ironfist Stronghold
Mount Celestia
Highcliff
Port Llast
Forest
Shadow Reaver Camp
Ancient Valley
Ruins of Arvaiin
Shandra's Farm
Mordelain
APPENDICES

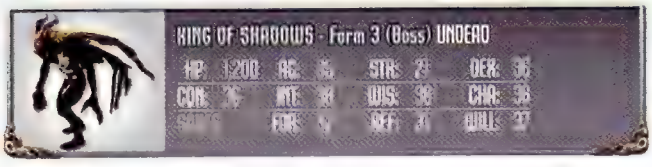
PHASE 3

- Ignore the giant KoS and focus your attacks on the statues. Every time you destroy a statue the KoS loses one of his key attacks. Your best bet is to start with the Shining Statue first, which nullifies his nuke. Work the rest of the statues in any order after this one falls.
- With all the statues out of the way, give the Sword of Gith to your strongest melee character and have him/her go to town on the portal itself. Since the Sword of Gith is the only thing that can really damage the portal, just have everyone else fend for themselves at this point.
- With the portal destroyed, have everyone immediately turn on the KoS and let loose with whatever you've got left. Toss out your nukes, AoEs, massive damage, one-of-a-kind-feats and whatever else you've got left. When you defeat this form... well... you'll just have to see for yourself!





New Enemy!



Skills

APPRAISE

Ability: Intelligence
Requires Training: No
Classes: All
Use: Automatic in stores
Description: The higher your Appraise skill, the more favorable prices you will receive when buying or selling goods. This skill is used automatically when you are trading with a merchant.
Check: The character makes an opposed roll against the merchant's Appraise skill. If the merchant wins, then the character pays more for the goods in the store. If the character wins, they pay less. The first time the player interacts with a merchant dictates the prices in that store until their Appraise skill improves.

BLUFF

Ability: Charisma
Requires Training: No
Classes: All
Use: Selected
Description: You can make the outrageous or the untrue seem plausible. This skill encompasses acting, conning, fast-talking, and misleading body language. Dialogue lines for which you can try to bluff are labeled.
Check: N/A

CONCENTRATION

Ability: Constitution
Requires Training: No
Classes: All
Use: Automatic
Description: Concentration checks are made whenever you are distracted during the act of casting a spell.
Check: The DC is equal to 10 plus the damage received plus the level of the spell that you're trying to cast. You receive a -4 penalty to the check if casting within three meters of an enemy.

CRAFT ALCHEMY

Ability: Intelligence
Requires Training: No
Classes: All
Use: Selected
Description: Craft Alchemy allows you to distill essences (raw magic used in making magical items) and break down magic items into essences. The DC depends upon the complexity of the potion or essence being made or the magical item being broken down. To use this skill, place the appropriate ingredients on an alchemical workbench, then use the mortar and pestle item, targeting the workbench. To distill an item, use the mortar and pestle on the item's icon.
Check: N/A

CRAFT ARMOR

Ability: Intelligence
Requires Training: No
Classes: All
Use: Selected
Description: You can use this skill to create various types of armor and shields from raw materials. See Item Crafting on Page 128. The DC depends upon the type of armor or shield you are trying to create. To use this skill, place the appropriate mold item (e.g., "leather armor mold") and resources onto a blacksmith's workbench, then use the smith hammer item, targeting the blacksmith's workbench.
Check: N/A

CRAFT TRAP

Ability: Intelligence
Requires Training: No
Classes: All
Use: Selected
Description: You can use this skill to create various types of traps from raw materials. See Item Crafting on Page 128. The DC depends upon the type and severity of trap you are trying to create. To use this skill, place the appropriate mold item (e.g., "minor spike trap mold") and resources onto a blacksmith's workbench, then use the smith hammer item, targeting the blacksmith's workbench.
Check: N/A

CRAFT WEAPON

Ability: Intelligence
Requires Training: No
Classes: All
Use: Selected
Description: The character knows how to create all types of weapons from different materials. See Item Crafting on Page 128. The DC depends upon the type of weapon you are trying to create. To use this skill, place the appropriate mold item (e.g., "longsword mold") and resources onto a blacksmith's workbench, then use the smith hammer item, targeting the blacksmith's workbench.
Check: N/A

DIPLOMACY

Ability: Charisma
Requires Training: No
Classes: All
Use: Used in conversation.
Description: You have the option to persuade others to reveal additional information about plots or to give bonus treasure. This skill is automatically used in conversations and the DC depends upon the target.
Check: The DC is determined by the NPC being spoken to.

DISABLE DEVICE

Ability: Intelligence
Requires Training: Yes
Classes: All
Use: Assess, Flag, Recover, and Disarm are all dropdown menu options.
Description: This skill allows a character to perform a variety of actions on a trap.
Check: There are four increasingly difficult actions that you may perform on a trap. The DC is determined by the difficulty rating of the trap and the action. These actions are:

- Examine the trap to determine the difficulty in disarming it (base DC -7),
- Flag the trap so that other party members know to avoid the trap (base DC -5),
- Recover the trap (base DC +10), or
- Disarm it (base DC).

Only rogues may disarm traps with a DC of 35 or greater. With 5 or more ranks in Set Traps a character gains a +2 synergy bonus on Disable Trap checks. Disable Trap and Set Trap can be considered subsets of the D&D Disable Device skill.
Synergy: If you have 5 or more ranks in Set Trap, you get a +2 synergy bonus to your Disable Trap skill.

HEAL

Ability: Wisdom
Requires Training: No
Classes: All
Use: Use healing kit on a wounded character.
Description: With this skill you can heal hit points and cure poisons and diseases with a Healing Kit.
Check: If the target is poisoned or diseased, you must exceed the affliction's DC. If successful, the target is cured, and is also healed with a number of hit points equal to the skill roll plus all modifiers. If the target isn't poisoned or diseased, it is still healed of damage. Use a healing kit item in your inventory to apply your Heal skill to yourself or an ally.

HIDE

Ability: Dexterity
Requires Training: No
Classes: All
Use: Select the Stealth action on the mode bar.
Description: The Hide skill is used in conjunction with Move Silently to remain unseen. To use this skill, just turn on Stealth Mode using the Mode Bar.
Check: Your Hide check is compared to an opponent's Spot check and your Move Silently check is compared to their Listen check. Note that when in Stealth Mode, your movement rate is decreased. Most types of armor or using a torch give you a penalty to your Hide check, but low light can provide a bonus. Small-sized characters and characters who are standing still can hide more easily.

INTIMIDATE

Ability: Charisma
Requires Training: No
Classes: All
Use: Selected
Description: You can use this skill to get a bully to back down or make a prisoner give you the information you want. Dialogue lines for which you can try to Intimidate are labeled.
Check: The chance of success depends upon the specifics of the situation.

LISTEN

Ability: Wisdom
Requires Training: No
Classes: All
Use: Listen is part of the Detect modal action.
Description: Alerts you to nearby hidden creatures.
Check: Listen detects hidden creatures by opposing their Move Silently check. A successful check renders the hidden creature visible, allowing you to target them. Standing still provides a +5 bonus to a Listen

check. To use this ability, activate Search Mode in the Mode Bar.

LORE

Ability: Intelligence
Requires Training: No
Classes: All
Use: Automatic every time the character examines an item.
Description: Lore allows a character to identify unknown magical items.
Check: Whenever you first inspect a magical item, your Lore skill gives you a chance of identifying it. The more valuable an item is, the harder it is to identify. Bards and Harper agents receive bonuses to Lore skill checks.

MOVE SILENTLY

Ability: Dexterity
Requires Training: No
Classes: All
Use: Select the Stealth action on the mode bar.
Description: The Move Silently skill is used in conjunction with Hide to remain unseen.
Check: Your Move Silently check is compared to an opponent's Listen check and your Hide check is compared to their Spot check. Note that when in Stealth Mode, your movement rate is decreased. Most types of armor give you a penalty to your Move Silently check.

OPEN LOCK

Ability: Dexterity
Requires Training: Yes
Classes: All
Use: Select the skill and then target the locked object.
Description: You can open locked doors and containers.
Check: The DC is determined by the lock's difficulty rating. You can use thieves' tools to increase your Open Lock attempt, but they are destroyed in the attempt whether successful or not. Note that you always take 20 when attempting to pick a lock unless you are in a combat situation.

PARRY

Ability: Dexterity
Requires Training: No
Classes: All
Use: Select the Parry mode on the action bar.
Description: When wielding a one-handed weapon or fighting unarmed, you can use the Parry skill to adopt a defensive stance – deflecting incoming melee attacks and occasionally scoring a counter-attack against foes with inferior training.
Check: The DC of a Parry check is the modified attack roll of the incoming blow. A successful parry means that the attack does not damage the parrying character. Each round, you can parry as many attacks as you can normally make yourself. Additional attacks can be parried, but with a cumulative -3 penalty (so if you have 3 attacks, the 4th parry in one round is -3, the 5th parry is -6, etc). If the Parry check exceeds the required DC by 10 or more, then you gain a free counterattack against your enemy.

PERFORM

Ability: Charisma
Requires Training: Yes
Classes: Bard
Use: Select the skill to affect a 30-foot radius of allies around the singer.
Description: Perform is a skill unique to bards and it governs the types and sometimes effects of the bardsongs a bard can use. In general, a bard should always maximize this skill. Perform sometimes has uses within dialogue.
Check: N/A

SEARCH

Ability: Intelligence
Requires Training: No
Classes: All
Use: Search is part of the Detect modal action.
Description: Search is used to detect traps.
Check: Detecting a trap has a DC of the setter's Set Trap skill plus the strength of the trap. Only rogues may detect traps with a DC greater than 35. Normally, you'll only find traps within 5 feet of you. Turning on Search Mode (using the Mode Bar) increases this range to 10 feet.
Synergy: If you have 5 or more ranks in Search, you get a +2 synergy bonus to your Survival skill.

SET TRAP

Ability: Dexterity
Requires Training: Yes
Classes: All
Use: Use a trap kit from your inventory.
Description: You may place Trap Kits, which will then be visible to your allies and harmful to your enemies.
Check: The DC of the task is determined by the power of the trap. If you are in combat when using this ability and fail by 10 or more, you trigger your own trap.
Synergy: If you have 5 or more ranks in Disable Trap, you get a +2 synergy bonus to your Set Trap skill.

SLIEGHT OF HAND

Ability: Dexterity
Requires Training: Yes
Classes: All
User: Select skill then select valid target.
Description: You use this skill to steal items from another.
Check: There are two steps to picking pockets. First the item must be acquired at a DC of 20 if your target is neutral and 30 if it is hostile. Second, you must try to remain undetected by your target. If their Spot skill check exceeds your Sleight of Hand skill check, then they have noticed your theft and will likely attack you. Hostile creatures get a +10 bonus to this Spot skill check.

SPELLCRAFT

Ability: Intelligence
Requires Training: Yes
Classes: All
Use: Spellcraft checks are automatic whenever a spell is cast nearby.
Description: Spellcraft is used to identify spells being cast by other spellcasters.
Check: A successful Spellcraft check means that your character has identified an enemy's spell as they cast it. The DC of this check is equal to 15 plus the spell's level. When in Counterspelling Mode (see page 104), you must succeed in a Spellcraft check to counterspell. Spellcraft is used automatically when it applies. For every 10 ranks of Spellcraft, you also gain a +1 to saving throws versus spells. Specialist wizards gain +2 for Spellcraft skill checks involving their specialized school and a -5 penalty when dealing with a spell or effect from a prohibited school.

SPOT

Ability: Wisdom
Requires Training: No
Classes: All
Use: Spot is part of the Detect modal action.
Description: Spot (along with Listen) improves your ability to locate hidden creatures.
Check: The DC is determined by the Hide check of the hidden creature.

SURVIVAL

Ability: Wisdom
Requires Training: No
Classes: All
Use: Selected
Description: The Survival skill helps reveal nearby enemies on the mini-map.
Check: N/A

TAUNT

Ability: Charisma
Requires Training: No
Classes: All
Use: Select skill then target creature.
Description: You can provoke an enemy into dropping his guard for a short time. As your Taunt skill improves, this ability is more difficult to resist and can possible affect multiple opponents.
Check: The enemy must make a Will save against a DC equal to 5 + the attacker's Taunt skill or suffer –2 to AC and –2 o Concentration for five rounds.

TUMBLE

Ability: Dexterity
Requires Training: Yes
Classes: All
Use: Automatic
Description: Any time you move past enemies, you will automatically attempt a Tumble check against a DC of 15. If successful, your foes will not get attacks of opportunity against you that round. Additionally, for every five ranks in this skill (not including your Dexterity bonus) your armor class gains +1.
Check: DC 15 to avoid attack of opportunity while moving.

USE MAGIC DEVICE

Ability: Charisma
Requires Training: Yes
Classes: All
Use: Automatically applied whenever a character attempts to use or equip an item normally unusable by his class, race, or alignment.
Description: This skill allows you to attempt to use magic items that are normally restricted for your race, class, or alignment. Check: The base DC is determined by the value of the item, and modified by the type of emulation the character is attempting. The DC is increased by 5 if the item is restricted for your race and 10 if restricted for your alignment.

Spells

Character Spells

Acid Fog

Caster Level(s): Wizard / Sorcerer 6, Destruction 6
Innate Level: 6
School: Conjuration
Descriptor(s): Acid
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Large
Duration: 6 seconds / 2 Level
Add. Counter Spells: –
Save: Fortitude
Spell Resistance: Yes
Effect: Acid Fog creates a thick, clinging, greenish cloud. Creatures entering the cloud take 4d6 acid damage. Creatures inside the cloud must make a Fortitude save or have their movement reduced by 50%. Every round a creature spends in the cloud, it suffers 2d6 acid damage.

Acid Splash

Caster Level(s): Wizard / Sorcerer 0
Innate Level: 0
School: Conjuration
Descriptor(s): Acid
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: You fire a small orb of acid at the target for 1d3 points of acid damage.

Aid

Caster Level(s): Cleric 2, Paladin 2, Ranger 3
Innate Level: 2
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / Level
Add. Counter Spells: Doom
Save: Harmless
Spell Resistance: No
Effect: The target gains a +1 bonus to attack rolls, a +1 bonus on saving throws versus fear, and a 1d8 +1 per level (maximum +10) bonus to maximum hit points.

Amplify

Caster Level(s): Bard 1
Innate Level: 1
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 6 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: The target gains a +20 bonus to Listen checks.

Animate Dead

Caster Level(s): Cleric 3, Wizard / Sorcerer 4
Innate Level: 3
School: Necromancy
Descriptor(s): Evil
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 1 hour / level
Add. Counter Spells: Sunbeam
Save: None
Spell Resistance: No
Effect: Animate Dead summons forth an undead minion. The type of undead summoned is dependent upon your caster level: Levels 1 to 5: Skeleton. Levels 6 to 9: Zombie. Level 10 or more: Skeletal Warrior".

Assay Resistance

Caster Level(s): Wizard / Sorcerer 4, Cleric 4, Magic 3
Innate Level: 4
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: You
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell enables you to divine the exact nature and vulnerabilities of a single creature's magical defenses, giving you a +10 bonus on caster level checks to overcome its spell resistance.

Aura of Glory

Caster Level(s): Paladin 2
Innate Level: 2
School: Transmutation
Descriptor(s): Divine
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster, Medium
Duration: 60 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You channel divine power to gain a +4 Charisma bonus. All allies near you gain a +5 bonus to their saving throws versus fear.

Aura of Vitality

Caster Level(s): Druid 7
Innate Level: 7
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Colossal
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: All allies within the area of effect receive a +4 bonus to Strength, Constitution, and Dexterity.

Aura Versus Alignment

Caster Level(s): Cleric 8
Innate Level: 8
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: Yes
Effect: When this spell is cast, you choose to be protected from either good or evil. You receive a +4 deflection bonus to Armor Class, immunity to mind-affecting spells and spell-like abilities used by creatures of the chosen alignment, and spell resistance 25 against spells cast by creatures of the chosen alignment. Creatures of the chosen alignment also take 1d8+6 damage each time they successfully strike you.

Awaken

Caster Level(s): Druid 5
Innate Level: 5
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Animal Companion
Duration: Special
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target animal companion gains +4 Strength, +4 Constitution, +1d10 Wisdom, and +2 to attack rolls for as long as it remains at your side.

Balagarn's Iron Horn

Caster Level(s): Bard 1, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Descriptor(s): Sonic
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: You create a deep, resonant vibration that shakes all creatures in the area of effect and knocks them off their feet if they fail an opposed Strength check (the spell has an effective Strength of 20). Creatures that fail the check are knocked prone for one round.

Bane

Caster Level(s): Cleric 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Colossal
Duration: 60 seconds / level
Add. Counter Spells: Bless
Save: Will negates
Spell Resistance: Yes
Effect: Bane fills your enemies with fear and doubt. They suffer a -1 penalty on their attack rolls and a -1 penalty on saving throws against fear.

Banishment

Caster Level(s): Cleric 6, Wizard / Sorcerer 7

Innate Level: 6
School: Abjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: -
Save: Will negates
Spell Resistance: Yes
Effect: This spell destroys summoned creatures, familiars, animal companions, and outsiders in the area of effect. You can affect up to twice your level in HD worth of creatures.

BARKSKIN

Caster Level(s): Druid 2, Ranger 2, Plant 2
Innate Level: 2
School: Transmutation
Descriptor(s): None
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 1 hour / level
Add. Counter Spells: -
Save: Harmless
Spell Resistance: No
Effect: Barkskin hardens the target creature's skin, granting a natural armor bonus to Armor Class based on the caster's level: Level 1-6: +3. Level 7-12: +4. Levels 13+: +5".

BATTLETIDE

Caster Level(s): Cleric 5
Innate Level: 5
School: Transmutation
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Large
Duration: 6 seconds / Level
Add. Counter Spells: -
Save: None
Spell Resistance: Yes
Effect: You create an aura that steals energy from your enemies. Your enemies suffer a -2 circumstance penalty on saves, attack rolls, and damage rolls, once entering the aura. On casting, you gain a +2 circumstance bonus to your saves, attack rolls, and damage rolls. You also gain an additional attack every round (this extra attack does not stack with haste).

BEAR'S ENDURANCE

Caster Level(s): Cleric 2, Druid 2, Ranger 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 1 minute / level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: The target creature's Constitution is increased by +4.

BESTOW CURSE

Caster Level(s): Cleric 3, Wizard / Sorcerer 4
Innate Level: 3
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Permanent
Add. Counter Spells: Remove Curse
Save: Will Negates
Spell Resistance: Yes
Effect: Bestow Curse lowers all of the target creature's ability scores by 2.

BIGBY'S CLENCHED FIST

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Evocation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Single
Duration: 6 seconds / level
Add. Counter Spells: -
Save: Fortitude
Spell Resistance: Yes
Effect: A giant hand appears and attacks the target, once each round for the duration of the spell. Each hit causes 1d8+11 points of damage to the target and if they fail their saving throw they are stunned for that round as well.

BIGBY'S CRUSHING HAND

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Evocation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Single
Duration: 6 seconds / level
Add. Counter Spells: -
Save: Fortitude
Spell Resistance: Yes
Effect: A giant hand appears and attacks the target. If it hits and succeeds in a grapple check, the target is held fast for the duration of the spell and suffers 2d6+12 points of damage each round.

BIGBY'S FORCEFUL HAND

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Evocation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Single
Duration: 6 seconds / level
Add. Counter Spells: -
Save: None
Spell Resistance: Yes
Effect: A giant hand appears and attempts to bull rush one target. The hand gains a +14 bonus on its Strength check. A target that is bull rushed is knocked down and is dazed for the duration of the spell.

BIGBY'S GRASPING HAND

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Evocation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Single
Duration: 6 seconds / level
Add. Counter Spells: -
Save: None
Spell Resistance: Yes
Effect: A giant hand appears and attacks the target. If the hand hits and succeeds in a grapple check the opponent will be held for the duration of the spell.

BIGBY'S INTERPOSING HAND

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Evocation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Single
Duration: 6 seconds / level
Add. Counter Spells: -
Save: None
Spell Resistance: Yes
Effect: A giant hand appears over the target, making it difficult for him to attack. He receives a -10 penalty to all attack rolls for the duration of the spell.

BLACKSTAFF

Caster Level(s): Magic 8, Wizard / Sorcerer 8
Innate Level: 8
School: Enchantment
Descriptor(s): Weapon Enchantment
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature holding quarterstaff or item (quarterstaff)
Duration: 6 seconds / Level
Add. Counter Spells: -
Save: None
Spell Resistance: Yes
Effect: This spell grants a quarterstaff the following abilities: - +4 enhancement bonus.

BLADE BARRIER

Caster Level(s): Cleric 6
Innate Level: 6
School: Evocation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Wall 30 ft. long
Duration: 6 seconds / Level
Add. Counter Spells: -
Save: Reflex 1/2
Spell Resistance: Yes
Effect: Blade Barrier brings into being a 30-ft long and 3-ft wide wall of stabbing blades. All those passing through the wall take 1d6 points of damage per caster level.

BLESS

Caster Level(s): Cleric 1, Paladin 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Colossal
Duration: 60 seconds / Level
Add. Counter Spells: Bane
Save: Harmless
Spell Resistance: No
Effect: All allies within the area of effect gain a +1 bonus to attack rolls, along with a +1 on Will saves against fear.

BLESS WEAPON

Caster Level(s): Paladin 1
Innate Level: 1
School: Transmutation
Descriptor(s): Weapon Enchantment
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature or Melee Weapon
Duration: 60 seconds / Level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: You empower the touched melee weapon with a +1 enhancement bonus, and a 2d6 damage bonus vs. undead. The weapon is also considered to be good-aligned for purposes of damage reduction. You can also target another creature to enchant its equipped melee weapon.

BLINDNESS AND DEAFNESS

Caster Level(s): Bard 2, Cleric 3, Wizard / Sorcerer 2
Innate Level: 2
School: Illusion
Descriptor(s): –
Component(s): Verbal
Range: Medium
Area of Effect/Target: Single
Duration: 6 seconds/level
Add. Counter Spells: –
Save: Fortitude Negates
Spell Resistance: Yes
Effect: The target creature is struck blind and deaf.

BLINDSIGHT

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: The target can see invisible creatures (as the see invisibility spell) and suffers no penalties for fighting or acting in total darkness.

BOMBARDMENT

Caster Level(s): Druid 8
Innate Level: 8
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Huge
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You conjure a rain of stones that fall from the sky, causing 1d8 points of damage per caster level (to a maximum of 10d8) to all enemies in the area.

BULL'S STRENGTH

Caster Level(s): Bard 2, Cleric 2, Druid 2, Paladin 2, Wizard / Sorcerer 2, Strength 1
Innate Level: 2
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / Level
Add. Counter Spells: Ray of Enfeeblement
Save: Harmless
Spell Resistance: No
Effect: The target creature's Strength is increased by +4.

BURNING HANDS

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Transmutation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: 30 ft.
Area of Effect/Target: Spell Cone
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: A cone of fire shoots forth from the caster's hands, burning all those within its area of effect for 1d4 damage per caster level, up to a maximum of 5d4.

CALL LIGHTNING

Caster Level(s): Druid 3, Air 3
Innate Level: 3
School: Evocation
Descriptor(s): Electricity
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Large
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: All enemies within the area of effect take 1d6 points of electrical damage per caster level, to a maximum of 10d6.

CAMOUFLAGE

Caster Level(s): Druid 1, Ranger 1
Innate Level: 1
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: Your coloring changes to match the surrounding environment, granting you a +10 competence bonus to any Hide checks.

CAT'S GRACE

Caster Level(s): Bard 2, Druid 2, Ranger 2, Wizard / Sorcerer 2, Animal 2
Innate Level: 2
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target creature's Dexterity is increased by +4.

CAUSE FEAR

Caster Level(s): Bard 1, Cleric 1, Sorcerer / Wizard 1
Innate Level: 1
School: Necromancy
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: 6 - 24 seconds
Add. Counter Spells: Remove Fear
Save: Will Partial
Spell Resistance: Yes
Effect: A target creature with 5 Hit Dice or less is afflicted with fear and suffers a -2 penalty to attack, damage and saving throws. If the target succeeds at its saving throw, it is only frightened for one round.

CHAIN LIGHTNING

Caster Level(s): Wizard / Sorcerer 6, Air 6
Innate Level: 6
School: Evocation
Descriptor(s): Electricity
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Colossal, 1 Target / Level
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: A bolt of electricity arcs through the caster's enemies for 1d6 points of electrical damage per caster level, up to a maximum of 20d6 points of damage to the initial target and half that amount to all secondary targets.

CHARM MONSTER

Caster Level(s): Bard 3, Wizard / Sorcerer 4
Innate Level: 3
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: 18 seconds + 6 seconds / 2 Levels
Add. Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes
Effect: In the eyes of the target creature, the personal reputation of the caster is improved by 50%.

CHARM PERSON

Caster Level(s): Bard 1, Wizard / Sorcerer 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: 12 seconds + 6 seconds / 3 Levels
Add. Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes
Effect: In the eyes of the target humanoid, the personal reputation of the caster is improved by 50%.

CIRCLE OF DEATH

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Necromancy
Descriptor(s): Death
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: Death Ward
Save: Fortitude Negates
Spell Resistance: Yes
Effect: A wave of negative energy bursts from the target location. A number of enemy creatures equal to 1d4 per caster level must make a Fortitude save or die, beginning with those creatures with the lowest Hit Dice. Creatures with 9 or more Hit Dice are unaffected.

CLAIRAUDIENCE AND CLAIRVOYANCE

Caster Level(s): Bard 3, Wizard / Sorcerer 3, Knowledge 3
Innate Level: 3
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: : Single
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: For the duration of the spell, the target creature gains a +10 bonus to all Spot and Listen checks.

CLOUD OF BEWILDERMENT

Caster Level(s): Wizard / Sorcerer 2, Bard 2
Innate Level: 2
School: Evocation
Descriptor(s): Gas
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Huge
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Fortitude
Spell Resistance: Yes
Effect: You blow forth a cloud of

noxious air. Enemies in the area of effect are stunned and blinded for 1d6 rounds.

CLOUDKILL

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Necromancy
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Large
Duration: 6 seconds / 2 Levels
Add. Counter Spells: -
Save: Fortitude Special
Spell Resistance: Yes
Effect: A billowing cloud of noxious vapors settles over the area. Its effects vary according to the Hit Dice of the affected creatures: 1-3 HD: Instant death. 4-6 HD: Fortitude save or death. Over 6 HD: 1d10 damage/round".

COLOR SPRAY

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Illusion
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Cone, 30ft.
Area of Effect/Target: Spell Cone
Duration: Instantaneous
Add. Counter Spells: -
Save: Will Negates
Spell Resistance: Yes
Effect: Color Spray sends forth a dazzling array of lights to confound all creatures within the area of effect. Its effects vary according to the Hit Dice of the affected creatures: 1-2 HD: Sleep for 3 + 1d4 rounds. 3-4 HD: Blinded for 2 + 1d4 rounds. Over 4 HD: Stunned for 1 + 1d4 round".

COMBUST

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: One creature
Duration: Instantaneous
Add. Counter Spells: -
Save: Reflex partial
Spell Resistance: Yes
Effect: This spell makes a creature burst into flame. The initial eruption of flame causes 2d6 fire damage +1 point per caster level (maximum +10) with no saving throw. Further, the creature must make a Reflex save or catch fire taking a further 1d6 points of damage. This will continue until the Reflex save is made.

CONE OF COLD

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Evocation
Descriptor(s): Cold
Component(s): Verbal, Somatic
Range: Cone, 30ft.
Area of Effect/Target: Spell Cone
Duration: Instantaneous
Add. Counter Spells: -
Save: Reflex 1/2
Spell Resistance: Yes
Effect: A cone of frost and snow shoots forth from the caster's hands, doing 1d6 points of cold damage per caster level to all those within the area of effect, to a maximum of 15d6.

CONFUSION

Caster Level(s): Bard 3, Wizard / Sorcerer 4, Trickery 4
Innate Level: 3
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Large
Duration: 6 seconds / Level
Add. Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes
Effect: Affected creatures either wander randomly, attack a random target, or simply stand still.

CONTAGION

Caster Level(s): Cleric 3, Druid 3, Wizard / Sorcerer 4
Innate Level: 3
School: Necromancy
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Remove Disease
Save: Fortitude Negates
Spell Resistance: Yes
Effect: The target creature is struck down with one of the following debilitating diseases, randomly chosen: Blinding Sickness, Cackle Fever, Mind Fire, Red Ache, Shakes, or Slimy Doom.

CONTROL UNDEAD

Caster Level(s): Cleric 6, Wizard / Sorcerer 7
Innate Level: 7
School: Necromancy
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: 1 Hour / Level
Add. Counter Spells: Sunbeam
Save: Will Negates
Spell Resistance: Yes
Effect: A single undead creature with up to 2 Hit Dice per caster level falls under the caster's control unless it makes a successful Will save.

CREATE GREATER UNDEAD

Caster Level(s): Cleric 8, Wizard / Sorcerer 8
Innate Level: 8
School: Necromancy
Descriptor(s): Evil
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 1 hour / level
Add. Counter Spells: Sunbeam
Save: None
Spell Resistance: No
Effect: The caster brings a powerful undead creature into being. The type of undead is based upon the caster's level: Under level 15: Shadow. Level 16-17: Wraith. Level 18-19: Vampire. Level 20: Elite Vampire".

CREATE UNDEAD

Caster Level(s): Cleric 1
Innate Level: 1
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Cure Light Wounds
Save: Will 1/2
Spell Resistance: Yes
Effect: If you succeed in striking an opponent with a touch attack, the target suffers 1d8 points of damage, + 1 point per caster level to a maximum of +5. Inflict spells have a reverse effect when used on undead, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

CREEPING DOOM

Caster Level(s): Druid 7
Innate Level: 7
School: Conjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Large
Duration: 6 seconds / Level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: You summon a mass of biting and stinging insects which causes 1d6 points of damage. For every subsequent round that a creature remains within the area of effect, the damage inflicted is increased by an increment of 1d6 (ie. 1d6 for the first round, 2d6 for the second, 4d6 for the third, 7d6 for the fourth, and so on). The spell deals damage until its duration expires or it deals 1,000 points of damage.

CRUMBLE

Caster Level(s): Druid 6
Innate Level: 6
School: Transmutation
Descriptor(s): Sonic
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: One Construct
Duration: Instantaneous
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: This spell inflicts 1d6 points of damage per caster level to a selected construct (to a maximum of 15d6). This spell does not affect living creatures.

CRUSHING DESPAIR

Caster Level(s): Wizard / Sorcerer 4, Bard 3
Innate Level: 3
School: Enchantment
Descriptor(s): Compulsion, Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Large
Duration: 60 seconds / Level
Add. Counter Spells: Good Hope
Save: Will negates
Spell Resistance: Yes
Effect: An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

CURE CRITICAL WOUNDS

Caster Level(s): Bard 4, Cleric 4, Druid 5
Innate Level: 4
School: Conjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: -
Save: Will 1/2
Spell Resistance: Yes
Effect: The target creature is healed of 4d8 points of damage, + 1 point per caster level to a maximum of +20. Healing spells have a reverse effect when used on undead,

causing the targeted undead to take an amount of damage equal to what the spell normally heals. A successful touch attack must first be made when this spell is used against undead.

CURE LIGHT WOUNDS

Caster Level(s): Bard 1, Cleric 1, Druid 1, Paladin 1, Ranger 1
Innate Level: 1
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Ghoul Touch
Save: Will 1/2
Spell Resistance: Yes
Effect: The target creature is healed for 1d8 points of damage, +1 point per caster level (to a maximum of +5). Healing spells have a reverse effect on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

CURE MINOR WOUNDS

Caster Level(s): Bard 0, Cleric 0, Druid 0
Innate Level: 0
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Ghoul Touch
Save: Will 1/2
Spell Resistance: Yes
Effect: The target creature is healed for 4 points of damage. Healing spells have a reverse effect on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

CURE MODERATE WOUNDS

Caster Level(s): Bard 2, Cleric 2, Druid 3, Paladin 3, Ranger 3
Innate Level: 2
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Ghoul Touch
Save: Will 1/2
Spell Resistance: Yes
Effect: The target creature is healed for 2d8 points of damage, +1 point per caster level (to a maximum of +10). Healing spells have a reverse effect on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

CURE SERIOUS WOUNDS

Caster Level(s): Bard 3, Cleric 3, Druid 4, Paladin 4, Ranger 4, Healing 2
Innate Level: 4
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Ghoul Touch
Save: Will 1/2
Spell Resistance: Yes
Effect: The target creature is healed for 3d8 points of damage, +1 point per caster level (to a maximum of +15). Healing spells have a reverse effect on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

DARKNESS

Caster Level(s): Bard 2, Cleric 2, Wizard / Sorcerer 2
Innate Level: 2
School: Evocation
Descriptor(s): Darkness
Component(s): Verbal
Range: Long
Area of Effect/Target: Huge
Duration: 6 seconds / Level
Add. Counter Spells: Light
Save: None
Spell Resistance: Yes
Effect: All creatures within the area of effect are shrouded in a haze of darkness which can only be pierced using Ultravision.

DAZE

Caster Level(s): Bard 0, Wizard / Sorcerer 0
Innate Level: 0
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Single
Duration: 12 seconds
Add. Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes
Effect: If the target humanoid creature has 5 Hit Dice or less, they are dazed for 2 rounds.

DEATH ARMOR

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Necromancy
Descriptor(s): Magical Armor
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / level
Add. Counter Spells: –
Save: Will negates
Spell Resistance: Yes
Effect: A magical aura surrounds you, injuring creatures that touch it. Any creature striking you in melee combat takes 1d4 points of damage +1 point per 2 caster levels (maximum +5).

DEATH KNELL

Caster Level(s): Cleric 2, Death 2
Innate Level: 2
School: Necromancy
Descriptor(s): Death, Evil
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Recently killed living target
Duration: Instantaneous / 10 minutes / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: The closest recently killed living target instantly decomposes and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level is increased by 1 for 10 minutes/level. You can only benefit from one casting of this spell at a time; its effects do not stack with itself.

DEATH WARD

Caster Level(s): Cleric 4, Druid 5, Paladin 4
Innate Level: 4
School: Necromancy
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 1 Hour / Level
Add. Counter Spells: Finger of Death
Save: Harmless
Spell Resistance: No
Effect: The target creature becomes immune to any energy drain, negative energy or death spells, spell-like abilities, and effects.

DEEP SLUMBER

Caster Level(s): Wizard / Sorcerer 3, Bard 3
Innate Level: 3
School: Enchantment
Descriptor(s): Compulsion, Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: 18 seconds + 6 seconds / Level
Add. Counter Spells: Clarity
Save: Will negates
Spell Resistance: Yes
Effect: This spell functions like sleep, except that it affects 10 HD of creatures.

DELAYED BLAST FIREBALL

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: 6 seconds / 3 Levels
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You create a small, magical zone that can detect the passage of enemy creatures. When the field is activated, it explodes, doing 1d6 points of fire damage per caster level to all within the area of effect, to a maximum of 20d6.

DESTRUCTION

Caster Level(s): Cleric 7
Innate Level: 7
School: Necromancy
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Fortitude Partial
Spell Resistance: Yes
Effect: The target creature must make a Fortitude save or die. A successful save still results in the target taking 10d6 points of damage.

DETECT UNDEAD

Caster Level(s): Cleric 1, Paladin 1, Wizard / Sorcerer 1
Innate Level: 1
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: 60 ft.
Area of Effect/Target: Personal
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You can detect the aura that surrounds undead creatures.

DIRGE

Caster Level(s): Bard 6
Innate Level: 6
School: Evocation
Descriptor(s): –

Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Large
Duration: 6 seconds / level
Add. Counter Spells: –
Save: Fortitude negates
Spell Resistance: Yes
Effect: Your song draws upon the energies of death and destruction. All enemies in the area of effect suffer 2 points of Strength and Dexterity damage each round. If the enemy leaves the area of effect, their Strength and Dexterity are restored.

DISINTEGRATE

Caster Level(s): Wizard / Sorcerer 6, Destruction 7
Innate Level: 6
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Ray
Duration: Instantaneous
Add. Counter Spells: –
Save: Fortitude partial
Spell Resistance: Yes
Effect: A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A creature that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature to 0 or fewer hit points, it is entirely disintegrated.

DISMISSAL

Caster Level(s): Bard 4, Cleric 4, Wizard / Sorcerer 5
Innate Level: 4
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: Gate
Save: Will Negates
Spell Resistance: Yes
Effect: All summoned creatures, animal companions, and familiars belonging to enemy spellcasters are unsummoned within the area of effect.

DISPEL MAGIC

Caster Level(s): Bard 3, Cleric 3, Druid 4, Paladin 3, Wizard / Sorcerer 3
Innate Level: 3
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single or Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: This spell attempts to strip all magical effects from a single target. It can also target a group of creatures, attempting to remove the most powerful spell effect from each creature. To remove an effect, you make a dispel check of 1d20 +1 per caster level (to a maximum of +10) against a DC of 11 + the spell effect's caster level.

DISPLACEMENT

Caster Level(s): Bard 3, Wizard / Sorcerer 3
Innate Level: 3
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 6 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: The target appears to be a few feet from its actual location. The target is treated as having concealment against all attacks.

DIVINE FAVOR

Caster Level(s): Cleric 1, Paladin 1
Innate Level: 1
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You gain a +1 bonus to attack and weapon damage rolls for every three caster levels you have (minimum +1, maximum of +5).

DIVINE POWER

Caster Level(s): Cleric 4, Strength 3
Innate Level: 4
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: You gain the following bonuses: 1 extra Hit Point per caster level, +6 to Strength, and base attack bonus improves to that of a Fighter of the same level.

DOMINATE ANIMAL

Caster Level(s): Druid 3
Innate Level: 3
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 18 seconds, + 6 seconds / Level
Add. Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes
Effect: The target animal temporarily becomes a faithful and loyal servant of the caster.

DOMINATE MONSTER

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 3 minutes + 1 minute / Level
Add. Counter Spells: –
Save: Will Negates
Spell Resistance: Yes
Effect: The target monster temporarily becomes a faithful and loyal servant of the caster.

DOMINATE PERSON

Caster Level(s): Bard 4, Wizard / Sorcerer 5
Innate Level: 4
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 12 seconds + 6 seconds / 3 Caster Levels
Add. Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes
Effect: The target person temporarily becomes a faithful and loyal servant of the caster.

DOOM

Caster Level(s): Cleric 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 60 seconds / Level
Add. Counter Spells: Bless
Save: Will Negates
Spell Resistance: Yes
Effect: The target creature receives a -2 modifier to all attack rolls, damage rolls, saving throws, ability checks and skill checks.

DROWN

Caster Level(s): Druid 6
Innate Level: 6
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Fortitude negates
Spell Resistance: Yes
Effect: You create water in the lungs of a target creature. Any drowned creature takes 90% of its current hit points as damage. Golems and other nonliving creatures cannot be drowned.

EAGLE'S SPLENDOR

Caster Level(s): Bard 2, Cleric 2, Paladin 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target creature's Charisma is increased by +4.

EARTHQUAKE

Caster Level(s): Cleric 8, Druid 8
Innate Level: 8
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: No
Effect: You cause a massive earthquake around yourself, causing 1d6 points of damage per caster level (to a maximum of 10d6) to all creatures in the area of effect. You are not affected by the earthquake.

ELEMENTAL SHIELD

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Evocation
Descriptor(s): Cold, Fire
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level

Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: You are surrounded by a ring of fire that damages all opponents who make a successful melee attack against you. The damage inflicted is 1d6, +1 point per caster level. You also gain 50% immunity to cold and fire.

ELEMENTAL SWARM

Caster Level(s): Druid 9
Innate Level: 9
School: Conjuration
Descriptor(s): Air, Earth, Fire, Water
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Point
Duration: 1 minute / level
Add. Counter Spells: Dismissal
Save: None
Spell Resistance: No
Effect: You summon a 24 HD air elemental to act as a loyal servant until it dies or until the spell expires. If the air elemental dies before the spell ends, a 24 HD water elemental is automatically summoned to replace it. This process continues with an earth and fire elemental until the spell expires. After the fire elemental, no more are summoned.

ENDURE ELEMENTS

Caster Level(s): Cleric 1, Druid 1, Paladin 1, Wizard / Sorcerer 1
Innate Level: 2
School: Abjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 24 Hours
Add. Counter Spells: -
Save: Harmless
Spell Resistance: No
Effect: The target creature gains damage resistance 10/- against all elemental forms of damage. The spell ends after absorbing 20 points of damage from any single elemental type.

ENERGY DRAIN

Caster Level(s): Cleric 9, Wizard / Sorcerer 9
Innate Level: 9
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: Permanent
Add. Counter Spells: -
Save: Fortitude Negates
Spell Resistance: Yes
Effect: The target creature permanently loses 2d4 character levels.

ENERGY IMMUNITY

Caster Level(s): Wizard / Sorcerer 7, Cleric 6, Druid 6, Bard 6, Earth 5, Protection 5
Innate Level: 6
School: Abjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: 24 hours
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: This spell grants a creature complete immunity to damage from one of the five energy types - acid, cold, electricity, fire, or sonic.

ENERVATION

Caster Level(s): Wizard / Sorcerer 4, Evil 5
Innate Level: 4
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: 1 Hour / Caster Level
Add. Counter Spells: -
Save: Fortitude Negates
Spell Resistance: Yes
Effect: The target creature temporarily loses 1d4 character levels.

ENLARGE PERSON

Caster Level(s): Wizard / Sorcerer 1, War 1
Innate Level: 1
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: One party member
Duration: 60 seconds / Level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: This spell increases the size of a party member by 50%. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. All melee weapons deal +3 damage. The effects of enlarge person do not stack with additional size-increasing spells.

ENTANGLE

Caster Level(s): Druid 1, Ranger 1, Plant 1
Innate Level: 1
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Large
Duration: 18 seconds + 6 seconds / 2 Levels
Add. Counter Spells: -
Save: Reflex, Special
Spell Resistance: Yes
Effect: A mass of clinging vegetation wraps around all creatures in the area of effect. Those affected are immobilized, though still able to fight and cast spells. Victims who make a Reflex save still have their movement reduced by half.

ENTROPIC SHIELD

Caster Level(s): Cleric 1
Innate Level: 1
School: Abjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: A magical field appears around you, causing enemies to suffer a 20% chance to miss you with ranged attacks.

ETHEREAL JAUNT

Caster Level(s): Cleric 7, Wizard / Sorcerer 7
Innate Level: 7
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: You become ethereal, meaning that no other creature can detect you. Attacking or performing a hostile action will make the etherealness vanish.

ETHEREAL VISAGE

Caster Level(s): Bard 5, Wizard / Sorcerer 6
Innate Level: 5
School: Illusion
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level
Add. Counter Spells: -
Save: Harmless
Spell Resistance: No
Effect: You are surrounded by a ghostly nimbus of light that grants damage reduction 20/magic, prevents all spells of level 2 or lower from affecting you and provides concealment.

ETHEREALNESS

Caster Level(s): Cleric 9, Wizard / Sorcerer 9
Innate Level: 9
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster and party members within 10'
Duration: 60 seconds / Level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: You and all party members within 10' become ethereal, meaning that no other creature can detect you. Attacking or performing a hostile action will make the etherealness vanish.

EVARD'S BLACK TENTACLES

Caster Level(s): Wizard / Sorcerer 4, Evil 4
Innate Level: 4
School: Conjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Large, 1d4 Tentacles
Duration: 6 seconds/level
Add. Counter Spells: -
Save: None
Spell Resistance: Yes
Effect: A field of thick, rubbery tentacles rises from the ground. For every round that a creature is caught within the area of effect, it suffers attacks from 1d4 tentacles, each capable of doing 1d6+4 points bludgeoning damage. If any tentacle attack hits a target, that target must then make a Fortitude saving throw or become paralyzed.

EXPEDITIOUS RETREAT

Caster Level(s): Bard 1, Wizard / Sorcerer 1
Innate Level: 1
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: Your movement rate increases to 150% normal. This spell does not stack with haste. ".

FALSE LIFE

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Necromancy
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: You
Duration: 1 hour / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level (maximum +10).

FEAR

Caster Level(s): Bard 3, Wizard / Sorcerer 4
Innate Level: 3
School: Necromancy
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Area of Effect/ Target: Large
Duration: 6 seconds / Level
Add. Counter Spells: Remove Fear
Save: Will Negates
Spell Resistance: Yes
Effect: Affected creatures are consumed with mind-numbing fear that overrides all other actions. The affected creatures run away from all those they do not consider allies.

FEEBLEMIND

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Divination
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 6 seconds / 2 Levels
Add. Counter Spells: Heal
Save: Will Negates
Spell Resistance: Yes
Effect: With a successful ranged touch attack, you deal 1d4 points of Intelligence and Charisma damage to the target creature for every 4 caster levels.

FIND TRAPS

Caster Level(s): Bard 3, Cleric 2
Innate Level: 2
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: All traps within the area of effect become known to you. All detected traps are automatically disarmed.

FINGER OF DEATH

Caster Level(s): Druid 8, Wizard / Sorcerer 7
Innate Level: 7
School: Necromancy
Descriptor(s): Death
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Fortitude Partial
Spell Resistance: Yes
Effect: The target creature must make a Fortitude save or die. If they succeed, they still take 3d6 points of damage, +1 point per caster level.

FIRE STORM

Caster Level(s): Cleric 8, Druid 7
Innate Level: 7
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: All enemies within this spell's area of effect are inundated with a rain of fire and take 1d6 points of damage per caster level (to a maximum of 20d6). Half of the damage is divine and the other half is fire-based.

FIREBALL

Caster Level(s): Wizard / Sorcerer 3, Fire 3
Innate Level: 3
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Large
Area of Effect/Target: Huge
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You unleash a fiery projectile that explodes upon all within the area of effect for 1d6 points of fire damage per caster level, to a maximum of 10d6.

FIREBRAND

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: Masses of flame (one per caster level) appear and randomly target and hit any hostile creature in the area of effect. If there are more creatures than balls of flame, only the closest targets will be damaged. If there are more balls of flame than creatures, the excess balls of flame disappear. Each ball of flame explodes for 1d6 points of damage per caster level (max 15d6).

FIREBURST

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: 5 ft.
Area of Effect/Target: Burst of fire extending 5 ft. from you
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex Half
Spell Resistance: Yes
Effect: An explosive blast of flame bursts around you, damaging any creature within 5 feet of you. All creatures within that area except for you take 1d8 points of fire damage per caster level (maximum 5d8).

FLAME ARROW

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Conjuration
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You launch 1 conjured fiery arrow at the target creature for every 4 caster levels. Each arrow does 4d6 points of damage.

FLAME STRIKE

Caster Level(s): Cleric 5, Druid 4
Innate Level: 4
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Medium
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: A pillar of flame engulfs all within the area of effect, inflicting 1d6 points of damage per caster level (to a maximum of 15d6). Half of the damage caused by the spell is divine and the other half is fire-based. Enemies are struck by both damage types, while allies are struck only by the fire damage.

FLAME WEAPON

Caster Level(s): Druid 2, Wizard / Sorcerer 2
Innate Level: 2
School: Evocation
Descriptor(s): Weapon Enchantment
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature or Melee Weapon
Duration: 1 Minute / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell sets a melee weapon aflame, granting 1d4 points of fire damage +1 per caster level to a maximum of +10. You can target a specific weapon or a creature with this spell.

FLARE

Caster Level(s): Bard 0, Druid 0, Wizard / Sorcerer 0
Innate Level: 0
School: Evocation
Descriptor(s): –
Component(s): Verbal
Range: Medium
Area of Effect/Target: Single
Duration: 60 seconds
Add. Counter Spells: –
Save: Fort negates
Spell Resistance: Yes
Effect: A burst of hot light dazzles the target, making it suffer a -1 penalty to attack rolls.

FLESH TO STONE

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: Permanent*
Add. Counter Spells: Stone to flesh
Save: Fortitude
Spell Resistance: Yes
Effect: The subject and all possessions it carries turns into a mindless, inert statue. Only a stone to flesh spell can restore the subject to normal. * On Normal difficulty or easier, the duration is one round per caster level. Higher difficulty

settings make the petrification permanent. If the caster rests, the target will be restored, as if the stone to flesh spell had been cast upon them.

FOX'S CUNNING

Caster Level(s): Bard 2, Cleric 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target creature's Intelligence is increased by +4.

FREEDOM OF MOVEMENT

Caster Level(s): Cleric 4, Druid 4, Paladin 4, Ranger 4, Travel 3
Innate Level: 4
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 60 seconds / Level
Add. Counter Spells: Web
Save: None
Spell Resistance: No
Effect: The target creature becomes immune to paralysis, slow, and entanglement spells and effects.

GATE

Caster Level(s): Cleric 9, Wizard / Sorcerer 9
Innate Level: 9
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This powerful summoning spell opens a portal to the Lower Planes, calling forth a horned devil. If you are protected by the effects of Protection from Evil, Magic Circle versus Evil, or Aura versus Evil, the horned devil becomes your faithful and loyal servant. If you are not so protected, the horned devil attempts to destroy you.

GEOLEE'S ELECTRIC LOOP

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Evocation
Descriptor(s): Electrical
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Small
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2 (See Below)
Spell Resistance: Yes
Effect: You create a small stroke of lightning that cycles through all creatures in the area of effect. The spell deals 1d6 points of damage per 2 caster levels (maximum 5d6). Those who fail their Reflex saves must succeed at a Will save or be stunned for 1 round.

GHOSTLY VISAGE

Caster Level(s): Bard 2, Wizard / Sorcerer 2
Innate Level: 2
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: You are surrounded by a ghostly nimbus of light that grants damage reduction 5/+1, prevents all spells of level 1 or lower from affecting you, and grants concealment.

GHOUL TOUCH

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: (1d6 + 2) x 6 seconds
Add. Counter Spells: Cure Light Wounds
Save: Fortitude Negates
Spell Resistance: Yes
Effect: Your hand glows with an unearthly radiance. The target creature must make a Fortitude save or become paralyzed. Creatures paralyzed by this spell emit a noxious cloud that applies a -2 penalty to skills, saving throws, attack and damage rolls to all creatures within 5 feet.

GLOBE OF INVULNERABILITY

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level
Add. Counter Spells: Greater Spell Breach
Save: None
Spell Resistance: Yes
Effect: A shimmering field of energy prevents all spells of level 4 or lower from affecting you.

GLYPH OF WARDING

Caster Level(s): Cleric 3
Innate Level: 3
School: Abjuration
Descriptor(s): Sonic
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Large
Duration: 60 seconds / 2 Level
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You create a small, magical zone that can detect the passage of enemy creatures. When the field is activated, it explodes, dealng 1d8 points of sonic damage per two caster levels to all creatures within the area of effect (to a maximum of 5d8). After being triggered, the glyph dissipates.

GREASE

Caster Level(s): Bard 1, Druid 1, Ranger 1, Wizard / Sorcerer 1, Trickery 1
Innate Level: 1
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Medium
Duration: 12 seconds + 6 seconds / 3 Levels
Add. Counter Spells: Freedom of Movement
Save: Reflex
Spell Resistance: Yes
Effect: A churning field of oil and grease fills the target area, causing all within to either fall down or move at a reduced speed.

GREATER DISPEL MAGIC

Caster Level(s): Bard 5, Cleric 6, Druid 6, Wizard / Sorcerer 6, Magic 5
Innate Level: 6
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single or Colossal
Duration: Instant
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: Greater Dispelling attempts to strip all magical effects from a single target. It can also target a group of creatures, attempting to remove the most powerful spell effect from each creature. To remove an effect, you make a dispel check of 1d20 +1 per caster level (to a maximum of +15) against a DC of 11 + the spell effect's caster level.

GREATER FIREBURST

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: 10 ft.
Area of Effect/Target: Burst of fire extending 10 ft. from you
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex half
Spell Resistance: Yes
Effect: This spell functions like fireburst, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

GREATER HEROISM

Caster Level(s): Wizard / Sorcerer 6, Bard 5
Innate Level: 5
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

GREATER INVISIBILITY

Caster Level(s): Bard 4, Wizard / Sorcerer 4
Innate Level: 4
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single

Duration: 6 seconds / level
Add. Counter Spells: Invisibility Purge
Save: Harmless
Spell Resistance: No
Effect: The target creature becomes invisible and impossible to detect using normal vision. After attacking or casting spells the target creature will become partially visible and detectable by enemies, but treated as having concealment.

Greater Magic Fang

Caster Level(s): Druid 3, Ranger 3
Innate Level: 3
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell strengthens your animal companion, giving its attacks a +1 enhancement bonus to attack and damage for every three caster levels you have (maximum of +5).

Greater Magic Weapon

Caster Level(s): Cleric 4, Paladin 3, Wizard / Sorcerer 3
Innate Level: 3
School: Transmutation
Descriptor(s): Weapon Enchantment
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Creature or Melee Weapon
Duration: 1 Hour / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You empower the touched weapon with a +1 enhancement bonus per 4 caster levels (maximum of +5). You can either directly target the weapon you want to cast this spell on, or you can target a creature, affecting the creature's main hand weapon.

Greater Planar Binding

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single or Point
Duration: 60 seconds/level
Add. Counter Spells: –
Save: Will (-5) Negates
Spell Resistance: No
Effect: This spell has two modes of operation: targeting a single outsider, or summoning a planar ally. Targeted outsiders are paralyzed for 1 round per 2 caster levels. The type of summoned ally is based on your alignment: Evil: Erinyes / Neutral: Huge Elemental / Good: Celestial Dire Bear.

Greater Restoration

Caster Level(s): Cleric 7
Innate Level: 7
School: Necromancy
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: Greater Restoration removes most temporary and all permanent negative effects from the target character, incuding level drain. It does not remove negative mental effects or the effects of reduced movement speed. It also heals the target creature to full Hit Points.

Greater Shadow Conjuration

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Special
Area of Effect/Target: Special
Duration: Special
Add. Counter Spells: –
Save: Special
Spell Resistance: Special
Effect: This spell allows you to conjure a shadow variant of one of the following spells: summon shadow, Melf's acid arrow, ghostly visage, web, or lesser globe of invulnerability.

Greater Spell Breach

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: Instant
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell strips an enemy mage of up to four magical defenses, including spell mantle, globes of invulnerability, stoneskin, premonition, protection from elements, ghostly and ethereal visage, mage armor, shadow shield and elemental shield. This spell will also lower the target creature's SR rating by 5 for ten rounds.

Greater Spell Mantle

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds/level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell creates a barrier around you that absorbs all incoming spells. It can absorb up to 1d12+10 levels of spells before collapsing.

Greater Stoneskin

Caster Level(s): Druid 6, Wizard / Sorcerer 6
Innate Level: 6
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 1 hour/level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: You gain damage reduction 20/adamantine. The spell absorbs 10 points of damage per caster level, to a maximum of 150, before fading.

Gust of Wind

Caster Level(s): Druid 2, Bard 3, Wizard / Sorcerer 2
Innate Level: 3
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: Instantaneous
Add. Counter Spells: –
Save: Fortitude negates
Spell Resistance: Yes
Effect: This spell creates a blast of air that knocks down any creatures failing their saving throws. It is also powerful enough to disperse any area of effect spells (such as cloudkill) that are in the path of the wind gust.

Hammer of the Gods

Caster Level(s): Cleric 4
Innate Level: 4
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: Instantaneous
Add. Counter Spells: –
Save: Will Partial
Spell Resistance: Yes
Effect: You smite a group of enemies with divine light, dealing 1d8 points of damage for every two caster levels, to a maximum of 5d8. Enemies who fail a Will save are also dazed for 1d6 rounds.

Harm

Caster Level(s): Cleric 6, Druid 7
Innate Level: 6
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Heal
Save: Will 1/2
Spell Resistance: Yes
Effect: Your touch inflicts 10 points of negative energy damage per caster level (maximum 150). If the target passes its Will save, it takes only half damage and cannot be reduced below 1 hp by this spell. This spell has a reverse effect on undead, healing the targeted undead to full health instead of harming it.

Haste

Caster Level(s): Bard 3, Wizard / Sorcerer 3, Travel 5
Innate Level: 3
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Entire party
Duration: 6 seconds / Level
Add. Counter Spells: Slow
Save: Harmless
Spell Resistance: No
Effect: Your entire party (including yourself) gains a +1 bonus to dodge AC, a +1 bonus to attack rolls, and 1 extra attack per round (ranged or melee, but not spellcasting). Each target's speed is increased by 50% as well.

HEAL

Caster Level(s): Cleric 6, Druid 7, Healing 5
Innate Level: 6
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Harm
Save: None
Spell Resistance: Yes
Effect: The target recovers 10 hit points per caster level (maximum 150) and is cured of the following status effects: blinded, confused, dazzled, deafened, diseased, feebleminded, insane, nauseated, poisoned, and stunned. Healing spells have a reverse effect when used on undead, harming instead of healing them. A successful touch attack must first be made when this spell is used against undead.

HEROISM

Caster Level(s): Wizard / Sorcerer 3, Bard 2
Innate Level: 3
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: 10 minutes / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

HOLD ANIMAL

Caster Level(s): Druid 2, Ranger 2
Innate Level: 2
School: Enchantment
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 6 seconds / Level
Add. Counter Spells: Freedom of Movement
Save: Will (-4) Negates
Spell Resistance: Yes
Effect: The target animal is paralyzed for the duration of the spell.

HOLD MONSTER

Caster Level(s): Bard 4, Druid 4, Wizard / Sorcerer 5
Innate Level: 4
School: Enchantment
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 6 seconds / Level
Add. Counter Spells: Freedom of Movement
Save: Will Negates
Spell Resistance: Yes
Effect: The target monster is paralyzed for the duration of the spell. The victim can make a Will save every round to try to break free of the spell's effect.

HOLD PERSON

Caster Level(s): Bard 2, Cleric 2, Wizard / Sorcerer 3
Innate Level: 2
School: Enchantment
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: 6 seconds / Level
Add. Counter Spells: Freedom of Movement
Save: Will Negates
Spell Resistance: Yes
Effect: The target humanoid is paralyzed for the duration of the spell. The victim may attempt a Will save each round to try and break free from the spell's effect.

HOLY SWORD

Caster Level(s): Paladin 4
Innate Level: 4
School: Evocation
Descriptor(s): Weapon Enchantment
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Melee or Creature
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell transforms your melee weapon into a powerful Holy Avenger, a specially blessed weapon that, when wielded by paladin, acts like a +5 holy weapon that dispels magic on hit.

HORRID WILTING

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Necromancy
Descriptor(s): Death
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: Fortitude 1/2
Spell Resistance: Yes
Effect: All creatures within the area of effect take 1d6 points of withering energy damage per caster level, to a maximum of 20d6.

ICE STORM

Caster Level(s): Bard 6, Druid 5, Wizard / Sorcerer 4, Water 5
Innate Level: 4
School: Evocation
Descriptor(s): Cold
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Huge
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: All creatures in the area of effect take 3d6 points of bludgeoning damage and 2d6 points of cold damage, plus an additional 1d6 cold damage per 3 caster levels.

IDENTIFY

Caster Level(s): Bard 1, Wizard / Sorcerer 1, Knowledge 1
Innate Level: 1
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 12 seconds
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: You gain a bonus of +10, +1 per caster level, to your Lore skill.

IMPLOSION

Caster Level(s): Cleric 9
Innate Level: 9
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Medium
Duration: Instantaneous
Add. Counter Spells: –
Save: Fortitude Negates
Spell Resistance: Yes
Effect: You create a vortex of destruction that tears asunder all living things within its area of effect, killing them instantly unless they make their saving throw.

IMPROVED MAGE ARMOR

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Conjuration
Descriptor(s): Force
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: 1 hour / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell functions like mage armor, except that its tangible field of force provides a +6 armor bonus to Armor Class.

INCENDIARY CLOUD

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Large
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You create a cloud of smoke and embers that causes 4d6 points of fire damage each round to all creatures within the area of effect.

INFERNO

Caster Level(s): Druid 5
Innate Level: 5
School: Transmutation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: 6 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: You cause the target to burst into flame. Each round the target suffers 2d6 points of fire damage.

INFESTATION OF MAGGOTS

Caster Level(s): Druid 3
Innate Level: 3
School: Necromancy
Descriptor(s): Disease
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: 6 seconds / 2 levels
Add. Counter Spells: Remove Disease, Heal
Save: Fortitude negates
Spell Resistance: Yes
Effect: With but a touch, you infest a target with maggot-like creatures. They deal 1d4 points of temporary Constitution damage each round. Each round the subject makes a new Fortitude save. The spell ends if the target succeeds at its saving throw.

INFLICT CRITICAL WOUNDS

Caster Level(s): Cleric 4
Innate Level: 4
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Cure Critical Wounds
Save: Will 1/2
Spell Resistance: Yes
Effect: If you succeed in striking an opponent with a touch attack, the target suffers 4d8 points of damage, + 1 point per caster level to a maximum of +20. Inflict spells have a reverse effect when used on undead, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

INFLICT LIGHT WOUNDS

Caster Level(s): Cleric 1
Innate Level: 1
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Cure Light Wounds
Save: Will 1/2
Spell Resistance: Yes
Effect: If you succeed in striking an opponent with a touch attack, the target suffers 1d8 points of damage, + 1 point per caster level to a maximum of +5. Inflict spells have a reverse effect when used on undead, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

INFLICT MINOR WOUNDS

Caster Level(s): Cleric 0
Innate Level: 0
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Cure Minor Wounds
Save: Will 1/2
Spell Resistance: Yes
Effect: If you succeed in striking an opponent with a touch attack, the target suffers 1 point of damage. Inflict spells have a reverse effect when used on undead, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

INFLICT MODERATE WOUNDS

Caster Level(s): Cleric 2
Innate Level: 2
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Cure Moderate Wounds
Save: Will 1/2
Spell Resistance: Yes
Effect: If you succeed in striking an opponent with a touch attack, the target suffers 2d8 points of damage, + 1 point per caster level (to a maximum of +10). Inflict spells have a reverse effect when used on undead, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

INFLICT SERIOUS WOUNDS

Caster Level(s): Cleric 3
Innate Level: 3
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Cure Serious Wounds
Save: Will 1/2
Spell Resistance: Yes
Effect: If you succeed in striking an opponent with a touch attack, the target suffers 3d8 points of damage, + 1 point per caster level (to a maximum of +15). Inflict spells have a reverse effect when used on undead, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

INVISIBILITY

Caster Level(s): Bard 2, Wizard / Sorcerer 2, Trickery 2
Innate Level: 2
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / level
Add. Counter Spells: See Invisibility
Save: Harmless
Spell Resistance: No
Effect: The target creature becomes invisible and impossible to detect using normal vision. Any attack or spellcasting action taken by the invisible creature will immediately cancel the invisibility.

INVISIBILITY PURGE

Caster Level(s): Cleric 3, Ranger 3
Innate Level: 3
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Colossal
Duration: 60 seconds / level
Add. Counter Spells: Invisibility
Save: None
Spell Resistance: No
Effect: This spell removes the invisibility effect from all invisible creatures and items within the area of effect.

INVISIBILITY SPHERE

Caster Level(s): Bard 3, Wizard / Sorcerer 3
Innate Level: 3
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster, 15ft Radius
Duration: 60 seconds / Level
Add. Counter Spells: Invisibility Purge
Save: Harmless
Spell Resistance: No
Effect: The caster brings into being a zone of invisibility that travels with him for the duration of the spell. All allies within the spell's area of effect are rendered invisible, but not to each other. Those that leave the sphere are visible once more.

IRON BODY

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: You
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell transforms your body into living iron. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, and stunning. You take only half damage from acid and fire of all kinds. You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to 50% normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments. Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium character".

ISAAC'S GREATER MISSILE STORM

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Gargantuan
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: A number of energy missiles (one per caster level but to a maximum of 20) appear and randomly target and hit any hostile creature in the area of effect. If there are more creatures than missiles, only the closest targets will be damaged. If there are more missiles than creatures, one of the creatures will be hit with multiple missiles. Each missile does 2d6 points of damage.

ISAAC'S LESSER MISSILE STORM

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Gargantuan
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: A number of energy missiles (one per caster level but to a maximum of 10) appear and randomly target and hit any hostile creature in the area of effect. If there are more creatures than missiles, only the closest targets will be damaged. If there are more missiles than creatures, one of the creatures will be hit with multiple missiles. Each missile does 1d6 points of damage.

JOYFUL NOISE

Caster Level(s): Bard 1
Innate Level: 1
School: Abjuration
Descriptor(s): –
Component(s): Somatic
Range: Close
Area of Effect/Target: Caster and party
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell cancels the effects of a silence spell or effect.

KEEN EDGE

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Transmutation
Descriptor(s): Weapon Enchantment
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Creature or Slashing Weapon
Duration: 10 Minutes / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell adds the Keen property to the targeted slashing weapon, increasing its critical threat range. When cast on a creature, this spell grants the Keen property to its equipped weapon if it is of the appropriate type. This effect does not stack with the Improved Critical feat or other effects that increase the threat range of a weapon.

KNOCK

Caster Level(s): Wizard / Sorcerer 2, Knowledge 2
Innate Level: 2
School: Transmutation
Descriptor(s): –
Component(s): Verbal
Range: Personal
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell will unlock doors and containers sealed by conventional locks in a 150ft radius around you. Exceptionally complex locking mechanisms or magically sealed doors and containers are beyond the abilities of this spell.

LEAST SPELL MANTLE

Caster Level(s): Cleric 4, Wizard / Sorcerer 4
Innate Level: 4
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 1 round / level
Add. Counter Spells: Lesser Spell Breach, Lesser Spell Mantle
Save: Harmless
Spell Resistance: No
Effect: You create a barrier around yourself that absorbs all incoming spells and spell-like abilities. It can absorb up to 1d4+4 levels of spells before collapsing.

LEGEND LORE

Caster Level(s): Bard 4, Wizard / Sorcerer 6, Knowledge 6
Innate Level: 6
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: This spell grants you a +10 bonus to Lore checks, +1 per 2 caster levels.

LESSER DISPEL

Caster Level(s): Bard 1, Cleric 2, Druid 2, Wizard / Sorcerer 2
Innate Level: 1
School: Abjuration
Descriptor(s): –
Component(s): Somatic
Range: Medium
Area of Effect/Target: Single or Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: This spell attempts to strip all magical effects from a single target. It can also target a group of creatures, attempting to remove the most powerful spell effect from each creature. To remove an effect from a creature, you make a dispel check of 1d20, +1 per caster level (to a maximum of +5) against a DC of 11 + the spell effect's caster level.

LESSER GLOBE OF INVULNERABILITY

Caster Level(s): Wizard/ Sorcerer 4, Protection 4
Innate Level: 4
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: A shimmering field of energy prevents all spells of level 3 or lower from affecting you.

LESSER MIND BLANK

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: 60 seconds / Level
Add. Counter Spells: Confusion
Save: Harmless
Spell Resistance: No
Effect: This spell renders the target creature immune to mind-affecting spells and spell-like effects, and removes all negative effects caused by such spells.

LESSER PLANAR BINDING

Caster Level(s): Cleric 2
Innate Level: 2
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Cure Moderate Wounds
Save: Will 1/2
Spell Resistance: Yes
Effect: If you succeed in striking an opponent with a touch attack, the target suffers 2d8 points of damage, + 1 point per caster level (to a maximum of +10). Inflict spells have a reverse effect when used on undead, causing the targeted undead to take an amount of healing equal to what the spell normally damages.

LESSER RESTORATION

Caster Level(s): Cleric 2, Druid 2, Paladin 1
Innate Level: 1
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Ghoul Touch
Save: Harmless
Spell Resistance: No
Effect: This spell removes all magical, extraordinary, and supernatural effects that apply a penalty to ability scores, AC, attack and damage rolls, spell resistance, and saving throws. This spell will not remove the effects of a curse or a disease.

LESSER SPELL BREACH

Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: Special
Add. Counter Spells: Minor Globe of Invulnerability, Lesser Spell Mantle
Save: None
Spell Resistance: No
Effect: This spell strips an enemy mage of up to two magical defenses, including spell mantles, globes of invulnerability, stoneskin, premonition, protection from elements, ghostly and ethereal visage, mage armor, shadow shield and elemental shield. This spell will also reduce the target creature's SR by 3 for ten rounds.

LESSER SPELL MANTLE

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level
Add. Counter Spells: Lesser Spell Breach, Lesser Spell Mantle
Save: Harmless
Spell Resistance: No
Effect: You create a barrier around yourself that absorbs all incoming spells and spell-like abilities. It can absorb up to 1d6+6 levels of spells before collapsing.

LIGHT

Caster Level(s): Bard 0, Cleric 0, Druid 0, Wizard / Sorcerer 0
Innate Level: 0
School: Evocation
Descriptor(s): –
Component(s): Verbal
Range: Touch
Area of Effect/Target: One creature
Duration: 1 Hour / Level
Add. Counter Spells: Darkness
Save: Harmless
Spell Resistance: No
Effect: This spell creates a small light source above the target creature's head. The light travels with the target and is capable of illuminating a small area.

LIGHTNING BOLT

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Evocation
Descriptor(s): Electricity
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Chain of targets in a straight line
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You fire a bolt of lightning that passes through all creatures in a straight line from your position. The bolt does 1d6 points of electricity damage per caster level, to a maximum of 10d6.

LOW-LIGHT VISION

Caster Level(s): Druid 1, Ranger 1, Wizard / Sorcerer 1, Assassin 1
Innate Level: 1
School: Transmutation
Descriptor(s): –
Component(s): Verbal
Range: Party
Area of Effect/Target: PC's Party
Duration: 1 hour/level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: Your party gains the low-light vision ability, allowing them to see in the dark.

MAGE ARMOR

Caster Level(s): Sorcerer / Wizard 1, Magic 1
Innate Level: 1
School: Conjuration
Descriptor(s):
Component(s): –
Range: Touch
Area of Effect/Target: Single
Duration: 1 Hour / Level
Add. Counter Spells: –
Save: Will (Harmless)
Spell Resistance: No
Effect: An invisible but tangible field of force surrounds the target, providing a +4 armor bonus to AC.

MAGIC CIRCLE AGAINST ALIGNMENT

Caster Level(s): Cleric 3, Paladin 3, Wizard / Sorcerer 3, Good 2
Innate Level: 3
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single, Medium
Duration: 1 Hour / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: When this spell is cast, you choose to protect the target from either good or evil. The spell target and all allies within 10 feet receive a +2 deflection bonus to Armor Class, +2 to all saving throws, and immunity to any mind-affecting spells and spell-like abilities used by creatures of the chosen alignment.

MAGIC FANG

Caster Level(s): Druid 1, Ranger 1
Innate Level: 1
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell strengthens your animal companion, giving it +1 to hit and +1 to damage. It also grants the creature the ability to strike as if it were a +1 weapon (so it can bypass other creatures' damage reduction).

MAGIC MISSILE

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Evocation
Descriptor(s): Force
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: You create a shimmering projectile of magical force that unerringly slams into a single selected target. After level 1, the spell creates 1 additional missile for every two caster levels, to a maximum of 5 missiles at level 9. Magic missiles do 1d4+1 points of damage each.

MAGIC VESTMENT

Caster Level(s): Cleric 3
Innate Level: 3
School: Transmutation
Descriptor(s): Armor Enchantment
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature, Armor or Shield
Duration: 1 Hour / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You empower the touched armor or shield with a +1 AC bonus per 4 caster levels (maximum of +5).

MAGIC WEAPON

Caster Level(s): Cleric 1, Paladin 1, Wizard / Sorcerer 1
Innate Level: 1
School: Transmutation
Descriptor(s): Weapon Enchantment
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Melee Weapon or Creature
Duration: 1 Hour / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You empower the touched weapon with a +1 enhancement bonus.

MASS BLINDNESS AND DEAFNESS

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Medium
Duration: 6 seconds/level
Add. Counter Spells: –
Save: Fortitude Negates
Spell Resistance: Yes
Effect: All enemies within a 10-ft. radius of the target are struck blind and deaf.

MASS CAMOUFLAGE

Caster Level(s): Druid 4, Ranger 4 , Plant 4
Innate Level: 4
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Colossal
Duration: 1 hour / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: All allies in the area of effect gain a +10 bonus to their Hide checks.

MASS CHARM MONSTER

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal
Range: Short
Area of Effect/Target: Large
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Will Negates
Spell Resistance: Yes
Effect: In the eyes of all non-allied creatures within the area of affect, your personal reputation is improved by 50%. You can charm up to twice your hit dice in creatures.

MASS CURE CRITICAL WOUNDS

Caster Level(s): Cleric 8, Healing 8, Druid 9
Innate Level: 8
School: Conjuration
Descriptor(s): Healing
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: One creature / level
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell heals 4d8 points of damage +1 point per caster level (maximum +40). The effect is centered on you, and targets are affected in the following order of priority: you, your party, friendly creatures sorted by distance from you. This spell can be spontaneously cast.

MASS CURE LIGHT WOUNDS

Caster Level(s): Bard 5, Cleric 5, Druid 6
Innate Level: 5
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Medium
Duration: Instant
Add. Counter Spells: –
Save: Fortitude 1/2
Spell Resistance: Yes
Effect: All friendly creatures within the area of effect are healed for 1d8 Hit Points, +1 points per caster level up to a maximum of +20. Healing spells have a reverse effect when used on undead, harming instead of healing them.

MASS CURE MODERATE WOUNDS

Caster Level(s): Bard 6, Cleric 6, Druid 7
Innate Level: 6
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: One creature / level
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: No

Effect: This spell heals 2d8 points of damage +1 point per caster level (maximum +30). The effect is centered on you, and targets are affected in the following order of priority: you, your party, friendly creatures sorted by distance from you. This spell can be spontaneously cast.

MASS CURE SERIOUS WOUNDS

Caster Level(s): Cleric 7, Druid 8
Innate Level: 7
School: Conjuration
Descriptor(s): Healing
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: One creature / level
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell heals 3d8 points of damage +1 point per caster level (maximum +35). The effect is centered on you, and targets are affected in the following order of priority: you, your party, friendly creatures sorted by distance from you. This spell can be spontaneously cast.

MASS HEAL

Caster Level(s): Cleric 9
Innate Level: 9
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Large
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: All allies within the area of effect regain 10 hit points per caster level (maximum 150) and are cured of the following status effects: blinded, confused, dazzled, deafened, diseased, feebleminded, insane, nauseated, poisoned, and stunned. Healing spells have a reverse effect on undead, harming instead of healing them.

MASS HOLD MONSTER

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: All creatures within a 30 ft. radius
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Will negates
Spell Resistance: Yes
Effect: This spell functions like hold monster, except that it affects all creatures within a 30 ft. radius of the initial target. Each round, all victims may attempt a Will save to escape the effect of the spell.

MASS HOLD PERSON

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: All creatures within a 30 ft. radius
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Will negates
Spell Resistance: Yes
Effect: This spell functions like hold person, except that it affects all creatures within a 30 ft. radius of the initial target. Each round, all victims can try and make a new save to resist the paralysis.

MASS INFLICT CRITICAL WOUNDS

Caster Level(s): Cleric 8
Innate Level: 8
School: Necromancy
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: One creature / level
Duration: Instantaneous
Add. Counter Spells: –
Save: Will half
Spell Resistance: Yes
Effect: This spell deals 4d8 points of damage +1 point per caster level (maximum +40) to one hostile creature per caster level. The effect is centered on you, and affects targets in order of their distance from you. This spell can be spontaneously cast.

MASS INFLICT LIGHT WOUNDS

Caster Level(s): Cleric 5
Innate Level: 5
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: Instant
Add. Counter Spells: –
Save: Fortitude 1/2
Spell Resistance: Yes
Effect: All enemies within the area of effect are struck with negative energy that causes 1d8 points of damage, +1 point per caster level. Negative energy spells have a reverse effect on undead, healing them instead of harming them.

MASS INFLICT MODERATE WOUNDS

Caster Level(s): Cleric 6
Innate Level: 6
School: Necromancy
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: One creature / level
Duration: Instantaneous
Add. Counter Spells: –
Save: Will half
Spell Resistance: Yes
Effect: This spell deals 2d8 points of damage +1 point per caster level (maximum +30) to one hostile creature per caster level. The effect is centered on you, and affects targets in order of their distance from you. This spell can be spontaneously cast.

MASS INFLICT SERIOUS WOUNDS

Caster Level(s): Cleric 7
Innate Level: 7
School: Necromancy
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: One creature / level
Duration: Instantaneous
Add. Counter Spells: –
Save: Will half
Spell Resistance: Yes
Effect: This spell deals 3d8 points of damage +1 point per caster level (maximum +35) to one hostile creature per caster level. The effect is centered on you, and affects targets in order of their distance from you. This spell can be spontaneously cast.

MELF'S ACID ARROW

Caster Level(s): Wizard / Sorcerer 2, Magic 2
Innate Level: 2
School: Conjuration
Descriptor(s): Acid
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Single
Duration: 6 seconds, + 6 seconds / 3 Levels
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: You conjure a bolt of acid which flies from your fingertips to your target. The initial damage from the spell is 3d6, +1d6 every round until the spell expires. This spell requires an attack roll.

MESTIL'S ACID BREATH

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Conjuration
Descriptor(s): Acid
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Cone
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You breathe forth a cone of acidic droplets. The cone inflicts 1d6 points of acid damage per caster level (maximum 10d6).

METEOR SWARM

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: This spell causes everything within the area of effect to be pummeled by incoming meteors. Its effects vary depending on how the caster chooses to direct the bombardment. . The meteors may be guided to a location to produce an aerial attack with an enormous radius of effect. Creatures within the center of the bombardment will take 24d6 damage. Those situated a moderate distance away will take 12d6 damage, while creatures far away will take 6d6 damage. The caster may also choose a single target, causing four large meteors to fall towards it. For each meteor, the caster must make a ranged touch attack. If successful, the meteor will strike the creature precisely, dealing 2d6 points of damage (bludgeoning, with no save) in addition to the normal 6d6.

MIND BLANK

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Huge
Duration: 60 seconds / Level
Add. Counter Spells: Mass Charm

Save: Harmless
Spell Resistance: No
Effect: This spell renders all allies within the area of effect immune to mind-affecting spells and effects. All negative mind-affecting effects are also removed from the target creatures.

MIND FOG

Caster Level(s): Bard 5, Wizard / Sorcerer 5
Innate Level: 5
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Colossal
Duration: 12 seconds + 6 seconds / 2 Levels
Add. Counter Spells: –
Save: Will Negates
Spell Resistance: Yes
Effect: This spell creates a bank of blue fog that saps the will of all those who enter it. Victims take a -10 penalty on Will saving throws against mind-affecting spells and effects. This penalty persists for as long as the creature remains in the fog and for an additional 2d6 rounds upon leaving.

MIRROR IMAGE

Caster Level(s): Wizard / Sorcerer 2, Bard 2
Innate Level: 2
School: Ilusion
Descriptor(s): Figment
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: You
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You create 1d4 illusory images of yourself, plus one image per 3 caster levels (maximum 8 images total). Enemies cannot distinguish between the real you and your doubles, and will randomly choose a target from amongst you and your doubles. Images have an AC of 10 + your Dex modifier, and a successful attack against an image causes it to disappear.

MORDENKAINEN'S DISJUNCTION

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Abjuration
Descriptor(s): –
Component(s): Verbal
Range: Medium
Area of Effect/Target: Single or Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: Mordenkainen's Disjunction attempts to strip all magical effects from a single target. It can also target a group of creatures, attempting to remove the two most powerful spell effects from each creature. To remove an effect, you make a dispel check of 1d20, +1 per caster level (to a maximum of +20) against a DC of 11 + the spell effect's caster level. In addition to its ability to dispel effects, this spell also strips a single enemy of up to 6 magical defenses or a group of enemies of two spell protections each. Finally, the spell will lower the SR of all creatures within the area of effect by 10. Affected spells include: spell mantles, globes of invulnerability, stoneskin, premonition, protection from elements, ghostly and ethereal visage, mage armor, shadow shie".

MORDENKAINEN'S SWORD

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a powerful enchanted sword, wielded by an invisible hand, which fights for you as your loyal ally.

NEUTRALIZE POISON

Caster Level(s): Bard 4, Cleric 4, Druid 3, Paladin 4, Ranger 3
Innate Level: 3
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Poison
Save: Harmless
Spell Resistance: No
Effect: The target creature has all traces of poison removed from its system.

OWL'S INSIGHT

Caster Level(s): Druid 5
Innate Level: 2
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 1 hour / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: The target gains an enhancement bonus to Wisdom equal to half your caster level.

OWL'S WISDOM

Caster Level(s): Bard 2, Druid 2, Cleric 2, Wizard / Sorcerer 2
Innate Level: 2
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target creature's Wisdom is increased by +4.

PHANTASMAL KILLER

Caster Level(s): Wizard / Sorcerer 4, Death 4
Innate Level: 4
School: Illusion
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: True Seeing
Save: Will and Fortitude
Spell Resistance: Yes
Effect: You conjure an image of utmost horror to strike down a single creature. The target may attempt a Will save to disbelieve the spell, avoiding all ill effects. Failing that, the target then makes a Fortitude save to avoid instant death. A successful save still inflicts 3d6 points of damage.

PLANAR ALLY

Caster Level(s): Cleric 6
Innate Level: 6
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 1 minute / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon an outsider to assist you in battle. The type of outsider that appears depends on your alignment: Evil: Succubus. Neutral: Sylph. Good: Celestial Bear".

PLANAR BINDING

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single or Point
Duration: 1 minute / level
Add. Counter Spells: –
Save: Will (-2) Negates
Spell Resistance: No
Effect: This spell has two modes of operation: targeting a single outsider, or summoning a planar ally. Targeted outsiders are paralyzed for 1 round per 2 caster levels. The type of summoned ally is based on your alignment: Evil: Succubus. Neutral: Sylph. Good: Celestial Bear".

POISON

Caster Level(s): Cleric 4, Druid 3, Plant 3, Water 3
Innate Level: 3
School: Necromancy
Descriptor(s): Poison
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Neutralize Poison
Save: Fortitude Negates
Spell Resistance: Yes
Effect: If you succeed at a melee touch attack, the target must make a Fortitude save or suffer the effects of Large scorpion venom (1d6 Strength damage on primary and secondary hits).

POLAR RAY

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Evocation
Descriptor(s): Cold
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Ray
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

POLYMORPH SELF

Caster Level(s): Ranger 4, Wizard / Sorcerer 4
Innate Level: 4
School: Transmutation
Descriptor(s): –

Component(s): Verbal
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: You transform yourself into one of the following forms: Sword spider. Troll. Umber hulk. Gargoyle. Mind flayer".

POWER WORD KILL

Caster Level(s): Wizard / Sorcerer 9, Death 9
Innate Level: 9
School: Divination
Descriptor(s): Death
Component(s): Verbal
Range: Short
Area of Effect/Target: Large, Single
Duration: Instantaneous
Add. Counter Spells: Death Ward
Save: None
Spell Resistance: Yes
Effect: This spell may be cast on a single creature or as an area effect. A targeted creature of up to 100 Hit Points is killed instantly. As an area effect, this spell will kill all creatures with fewer than 20 Hit Points, to a maximum total of 200 Hit Points.

POWER WORD STUN

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 7
School: Divination
Descriptor(s): –
Component(s): Verbal
Range: Short
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Clarity
Save: None
Spell Resistance: Yes
Effect: This spell automatically stuns a single target for a duration based on the target's Hit Points: Under 50 Hit Points: 4d4 rounds. 51-100 Hit Points: 2d4 rounds. 101-150 Hit Points: 1d4 rounds.

PRAYER

Caster Level(s): Cleric 3, Paladin 3
Innate Level: 3
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster, Colossal
Duration: 6 seconds / Level
Add. Counter Spells: Bestow Curse
Save: Harmless
Spell Resistance: Yes
Effect: All allies within the area of effect gain +1 to attack and damage rolls, skill checks, and saving throws. Enemies receive -1 penalties to the same.

PREMONITION

Caster Level(s): Druid 8, Wizard / Sorcerer 8
Innate Level: 8
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 1 Hour / Level
Add. Counter Spells: Feeblemind
Save: Harmless
Spell Resistance: No
Effect: Premonition allows you to see a few moments into the future. This grants you damage reduction 30/magic; the spell absorbs 10 points of melee damage per caster level before collapsing.

PRISMATIC SPRAY

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Evocation
Descriptor(s): Special
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Spell Cone
Duration: Instantaneous
Add. Counter Spells: –
Save: Special
Spell Resistance: Yes
Effect: All creatures within the area of effect randomly experience 1 or 2 of the following effects: 20 fire damage. 40 acid damage. 80 electrical damage. Struck with Bebilith Venom poison. Paralyzed for 10 rounds. Confused for 10 rounds. Struck dead. Petrified as per the flesh to stone spell".

PROTECTION FROM ALIGNMENT

Caster Level(s): Bard 1, Cleric 1, Paladin 1, Wizard / Sorcerer 1
Innate Level: 1
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 1 Hour / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: When this spell is cast, you choose a target to be protected from either good or evil. The target receives a +2 deflection bonus to Armor Class, +2 to all saving throws, and immunity to any mind-affecting spells and spell-like abilities used by creatures of the chosen alignment.

PROTECTION FROM ARROWS

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: 1 hour / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: The warded creature gains resistance to ranged weapons. The target gains damage reduction 10/magic against ranged weapons. This spell doesn't grant the target the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

PROTECTION FROM ENERGY

Caster Level(s): Cleric 3, Druid 3, Ranger 2, Wizard / Sorcerer 3
Innate Level: 2
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 24 Hours
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target creature gains energy resistance 30 against all types of energy. The spell ends after absorbing 40 points of damage from any single energy type.

PROTECTION FROM SPELLS

Caster Level(s): Wizard / Sorcerer 8
Innate Level: 7
School: Enchantment
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Large, 1 Creature / 4 Levels
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: Within the area of effect, up to one ally per 4 caster levels receives a +8 bonus on all saving throws against spells.

QUILLFIRE

Caster Level(s): Druid 3
Innate Level: 3
School: Transmutation
Descriptor(s): Poison
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Fortitude Negates (poison only)
Spell Resistance: No
Effect: You throw poisonous quills at a target, doing 1d8 points of damage (+1 per 2 caster levels, max +5). Targets who fail a Fortitude save are poisoned with scorpion venom.

RAGE

Caster Level(s): Wizard / Sorcerer 3, Bard 2, Destruction 3
Innate Level: 3
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: PC's party
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: Your whole party gains the benefits of the barbarian's rage class ability. Unlike the class ability, when the spell's duration ends, your party members are not fatigued. This spell does not stack with uses of the rage class ability.

RAISE DEAD

Caster Level(s): Cleric 5
Innate Level: 5
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: This spell returns one target corpse to life. The raised character returns to life with only 1 Hit Point.

RAY OF ENFEEBLEMENT

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Necromancy
Descriptor(s): Death
Component(s): Somatic
Range: Short
Area of Effect/Target: Single
Duration: 6 seconds / Level
Add. Counter Spells: Bull's

Strength
Save: None
Spell Resistance: Yes
Effect: The target creature takes 1d6 Strength damage, plus 1 per 2 caster levels, to a maximum of 11 damage.

RAY OF FROST

Caster Level(s): Wizard / Sorcerer 0
Innate Level: 0
School: Conjuration
Descriptor(s): Cold
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: You fire a thin, blue ray from your fingertip that deals 1d4 + 1 cold damage to a single target creature.

REGENERATE

Caster Level(s): Cleric 7, Druid 6
Innate Level: 7
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: For the duration of the spell, the target creature regenerates 10% of its maximum hit points every round.

REMOVE BLINDNESS AND DEAFNESS

Caster Level(s): Cleric 3, Paladin 3
Innate Level: 3
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Medium
Duration: Instant
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: All allies within the area of effect are cured of blindness and deafness.

REMOVE CURSE

Caster Level(s): Bard 3, Cleric 3, Paladin 3, Wizard / Sorcerer 4
Innate Level: 3
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: All curses and curse effects are removed from the target creature.

REMOVE DISEASE

Caster Level(s): Cleric 3, Druid 3, Ranger 3
Innate Level: 3
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Contagion
Save: Harmless
Spell Resistance: No
Effect: All diseases and disease effects are removed from the target creature.

REMOVE FEAR

Caster Level(s): Bard 1, Cleric 1
Innate Level: 1
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Large, 1 Creature / 4 Levels
Duration: 10 minutes
Add. Counter Spells: Cause fear
Save: Harmless
Spell Resistance: No
Effect: All fear effects are removed from allies within the area of effect. The targets also gain a +4 bonus to saving throws against fear spells and effects for the duration of the spell.

REMOVE PARALYSIS

Caster Level(s): Cleric 2, Paladin 2
Innate Level: 2
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Large, 1 Creature / 4 Levels
Duration: Instantaneous
Add. Counter Spells: Hold Person
Save: Harmless
Spell Resistance: No
Effect: All paralysis and hold effects are removed from allies within the area of effect.

RESIST ENERGY

Caster Level(s): Cleric 2, Druid 2, Paladin 2, Ranger 1, Wizard / Sorcerer 2
Innate Level: 2
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target creature gains energy resistance 20 against all types of energy. The spell ends after absorbing 30 points of damage from any single energy type.

RESISTANCE

Caster Level(s): Bard 0, Cleric 0, Druid 0, Paladin 1, Wizard / Sorcerer 0
Innate Level: 0
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: This spell grants the target creature a +1 bonus to all saving throws.

RESTORATION

Caster Level(s): Cleric 4, Paladin 4
Innate Level: 4
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: This spell removes all magical, extraordinary and supernatural effects that apply a penalty to ability scores, Armor Class, attack and damage rolls, spell resistance, saving throws and damage immunity. This spell also removes all level drain, blindness and deafness effects, but not the effects of a curse or a disease.

RESURRECTION

Caster Level(s): Cleric 7
Innate Level: 7
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: This spell returns a single target corpse to life with full Hit Points.

RIGHTEOUS MIGHT

Caster Level(s): Cleric 5
Innate Level: 5
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: You
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: Your size is increased by 50%. You gain a +4 bonus to Strength, a +2 bonus to Constitution, and a +2 natural armor bonus to AC. You suffer a -1 size penalty to attack and -1 size penalty to AC. All melee weapons deal +3 damage. Additionally, you gain damage reduction 3/evil (if your alignment is good or neutral) or 3/good (if your alignment is evil). At 12th level the damage reduction increases to 6, and at 15th it increases to 9. Note that size-increasing spells never stack with themselves or each other.

SANCTUARY

Caster Level(s): Cleric 1
Innate Level: 1
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Will Negates
Spell Resistance: No
Effect: The target's presence is completely ignored by nearby creatures for the duration of the spell. Attacking, casting a spell, or performing another hostile action cancels the spell.

SCARE

Caster Level(s): Wizard / Sorcerer 2, Bard 2
Innate Level: 2
School: Necromancy
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: One living creature per three levels
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Will negates
Spell Resistance: Yes
Effect: This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

SCINTILLATING SPHERE

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Evocation
Descriptor(s): Electricity
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: You unleash a crackling electric projectile that explodes upon all within the area of effect for 1d6 points of electric damage per caster level, to a maximum of 10d6.

SEARING LIGHT

Caster Level(s): Cleric 3, Sun 2
Innate Level: 3
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: You direct a beam of white-hot light at a single target. The damage is based on the target's racial type: Undead: 1d8 per caster level, to a maximum of 10d8. Construct: 1d6 for every 2 caster levels, to a maximum of 5d6. Other: 1d8 per 2 caster levels, to a maximum of 5d8".

SEE INVISIBILITY

Caster Level(s): Bard 3, Wizard / Sorcerer 2
Innate Level: 2
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target creature is able to see all invisible creatures within his line of sight.

SHADES

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 6
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Special
Area of Effect/Target: Special
Duration: Special
Add. Counter Spells: –
Save: Special
Spell Resistance: Yes
Effect: You conjure a shadow variant of one of the following spells: Delayed Blast Fireball (when cast on a hostile creature), Summon Creature VIII (when cast on the ground), or the combination of Premonition, Protection from Spells, and Shield (when cast on yourself).

SHADOW CONJURATION

Caster Level(s): Bard 4, Wizard / Sorcerer 4
Innate Level: 4
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Special
Area of Effect/Target: Special
Duration: Special
Add. Counter Spells: –
Save: Special
Spell Resistance: Yes
Effect: You conjure a shadow variant of one of the following spells: darkness, invisibility, mage armor, magic missile, or summon shadow.

SHADOW SHIELD

Caster Level(s): Wizard / Sorcerer 7
Innate Level: 7
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: You are shrouded in a cloak of shadow that protects you with the following effects: +5 natural AC bonus. 10 / +3 Damage reduction. Immunity to instant death effects. Immunity to Necromancy spells".

SHAPECHANGE

Caster Level(s): Druid 9, Wizard / Sorcerer 9
Innate Level: 9
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 1 minute / level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: You temporarily transform into one of several fearsome creatures: a frost giant, a fire giant, a horned devil, a nightwalker, or an iron golem.

SHIELD

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 60 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You gain a +4 armor bonus to AC. You also gain immunity to the spell magic missile for the duration of the shield.

SHIELD OF FAITH

Caster Level(s): Cleric 1
Innate Level: 1
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: The target gains a +2 deflection bonus to their armor class, with an additional +1 bonus for every six caster levels you have (maximum of +5).

SHIELD OTHER

Caster Level(s): Cleric 2, Paladin 2
Innate Level: 2
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: One creature
Duration: 1 hour / Level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: The target of this spell gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from any source (rounding up) that deals hit point damage. You suffer the remaining damage. Harmful effects that do not involve hit point damage, such as charm effects, temporary ability damage, level draining, and death effects, are not divided by this spell, though the AC bonus and saving throw bonus still apply.

SHOCKING GRASP

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Evocation
Descriptor(s): Electricty
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6).

SHROUD OF FLAME

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Close
Area of Effect/Target: One creature
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Reflex negates
Spell Resistance: Yes
Effect: You cause a single creature to burst into flames, suffering 2d6 points of damage immediately upon failing the saving throw. Each round the target makes a Reflex save and, if unsuccessful, takes an additional 2d6 points of damage. Any creature within 10 feet of the burning creature takes 1d4 points of fire damage per round (a successful Reflex save negates all damage).

SILENCE

Caster Level(s): Bard 2, Cleric 2
Innate Level: 2
School: Illusion
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Large, Single
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Will Negates
Spell Resistance: Yes
Effect: This spell creates a zone of silence around the target creature, preventing all within the area of effect from casting spells with verbal components. If cast on an ally, no saving throws or spell resistance checks are necessary.

SLAY LIVING

Caster Level(s): Cleric 5, Druid 5
Innate Level: 5
School: Necromancy
Descriptor(s): Death, Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Death Ward
Save: Fortitude Negates

Spell Resistance: Yes
Effect: The target must make a Fortitude save or die. Even if the saving throw is successful, the target takes 3d6 points of negative energy damage, +1 point per caster level.

SLEEP

Caster Level(s): Bard 1, Druid 1, Ranger 2, Wizard / Sorcerer 1
Innate Level: 1
School: Enchantment
Descriptor(s): Mind-Affecting
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: 18 seconds + 6 seconds / Level
Add. Counter Spells: Clarity
Save: Will Negates
Spell Resistance: Yes
Effect: You cause 4 + 1d4 HD of creatures to fall into a comatose slumber, beginning with those with the fewest HD. Creatures with 5 or more HD are unaffected.

SLOW

Caster Level(s): Bard 3, Wizard / Sorcerer 3
Innate Level: 3
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Colossal, 1 Creature / Level
Duration: 6 seconds / Level
Add. Counter Spells: Haste
Save: Will Negates
Spell Resistance: Yes
Effect: All enemy creatures within the area of effect have their speed lowered by 50% and lose a single attack per round. Affected creatures also suffer a -1 penalty to AC, attack rolls, and Reflex saves.

SONG OF DISCORD

Caster Level(s): Bard 5
Innate Level: 5
School: Enchantment
Descriptor(s): Mind-Affecting, Sonic
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Creatures within a 20 ft. radius
Duration: 6 seconds / Level
Add. Counter Spells: -
Save: Will negates
Spell Resistance: Yes
Effect: This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. A creature that does not attack its nearest neighbor is free to act normally for that round.

SOUND BURST

Caster Level(s): Bard 2, Cleric 2
Innate Level: 2
School: Evocation
Descriptor(s): Sonic
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Medium
Duration: Instantaneous
Add. Counter Spells: -
Save: Fortitude Special
Spell Resistance: Yes
Effect: All creatures within the area of effect take 1d8 points of damage and must make a Fortitude save or be stunned for 2 rounds.

SPELL MANTLE

Caster Level(s): Wizard / Sorcerer 7, Magic 7
Innate Level: 7
School: Abjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level
Add. Counter Spells: Spell Breach
Save: Harmless
Spell Resistance: No
Effect: Creates a barrier around the caster that absorbs all incoming spells and spell-like abilities. It can absorb up to 1d8+8 spell levels before collapsing.

SPELL RESISTANCE

Caster Level(s): Cleric 5, Druid 5
Innate Level: 5
School: Abjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / level
Add. Counter Spells: -
Save: Harmless
Spell Resistance: No
Effect: The target creature has its spell resistance set to 12 +1 per caster level. If the target already had a higher spell resistance, this spell has no effect.

SPIDERSKIN

Caster Level(s): Druid 3, Wizard / Sorcerer 3
Innate Level: 3
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Creature touched
Duration: 10 minutes / level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: The target gains a +1 enhancement bonus to natural armor, a +1 racial bonus to saves versus poison, and a +1 racial bonus on Hide skill checks. At 3rd level, and every three levels thereafter, these bonuses are increased by +1 (to a maximum of +5 at 12th level). .

SPIKE GROWTH

Caster Level(s): Druid 3, Ranger 2
Innate Level: 3
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Large
Duration: 1 hour / level
Add. Counter Spells: -
Save: Reflex partial
Spell Resistance: Yes
Effect: This spell covers the terrain with small spikes. Any creature will suffer 1d4 points of damage each round that they remain within the affected area. These spikes damage the victim's legs, so that even once they are free of the spike growth, their movement rate is slowed for a day.

STINKING CLOUD

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Conjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: 6 seconds / Level
Add. Counter Spells: -
Save: Fortitude Negates
Spell Resistance: Yes
Effect: All creatures caught within the area of effect are dazed. These effects last as long as they remain within the cloud and for 1 round after they leave.

STONE BODY

Caster Level(s): Cleric 6, Wizard / Sorcerer 6
Innate Level: 6
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: You
Duration: 60 seconds / Level
Add. Counter Spells: -
Save: None
Spell Resistance: No
Effect: You gain damage reduction 10/adamantine and a +4 enhancement bonus to Strength, but you take a -4 penalty to Dexterity. You move at half speed. You have a 50% arcane failure chance and a -8 armor check penalty. You are also immune to blindness, critical hits, ability score damage, deafness, disease, electricity, poison, and stunning. You take only half damage from acid and fire of all kinds.

STONE TO FLESH

Caster Level(s): Wizard / Sorcerer 6
Innate Level: 6
School: Transmutation
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Single
Duration: Permanent
Add. Counter Spells: Flesh to Stone
Save: None
Spell Resistance: No
Effect: This spell restores a petrified creature to its normal state, restoring life and goods.

STONEHOLD

Caster Level(s): Druid 6
Innate Level: 6
School: Conjuration
Descriptor(s): Paralyse
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: 6 seconds / Level
Add. Counter Spells: -
Save: Will negates
Spell Resistance: Yes
Effect: You create a cloud that paralyzes any creatures inside of it, encasing them in stone for 1d6 rounds.

STONESKIN

Caster Level(s): Druid 4, Wizard / Sorcerer 4, Earth 4
Innate Level: 4
School: Abjuration
Descriptor(s): -
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 1 Hour / Level
Add. Counter Spells: -
Save: Harmless
Spell Resistance: No
Effect: This spell grants the target creature damage reduction 10/ adamantine. The spell absorbs 10 points of melee damage per caster level, to a maximum of 100, before collapsing.

STORM OF VENGEANCE

Caster Level(s): Cleric 9, Druid 9
Innate Level: 9
School: Conjuration
Descriptor(s): Acid, Electricity
Component(s): Verbal, Somatic

Range: Personal
Area of Effect/Target: Colossal
Duration: 60 seconds
Add. Counter Spells: –
Save: Reflex Special
Spell Resistance: Yes
Effect: The area around you is blasted by lightning and acidic rain. Each round, all enemies within the area of effect take 3d6 points of acid damage. Those who fail a Reflex save take an additional 3d6 points of electrical damage and are stunned for one round.

SUMMON CREATURE I

Caster Level(s): Bard 1, Cleric 1, Druid 1, Ranger 1, Wizard / Sorcerer 1
Innate Level: 1
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a wolf to be a faithful and loyal servant.

SUMMON CREATURE II

Caster Level(s): Bard 2, Cleric 2, Druid 2, Ranger 2, Wizard / Sorcerer 2
Innate Level: 2
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a dire badger to be a faithful and loyal servant.

SUMMON CREATURE III

Caster Level(s): Bard 3, Cleric 3, Druid 3, Ranger 3, Wizard / Sorcerer 3
Innate Level: 3
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a dire wolf to be a faithful and loyal servant.

SUMMON CREATURE IV

Caster Level(s): Bard 4, Cleric 4, Druid 4, Ranger 4, Wizard / Sorcerer 4
Innate Level: 4
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a dire boar to be a faithful and loyal servant.

SUMMON CREATURE IX

Caster Level(s): Cleric 9, Druid 9, Wizard / Sorcerer 9
Innate Level: 9
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon an elder elemental to be a faithful and loyal servant.

SUMMON CREATURE V

Caster Level(s): Bard 5, Cleric 5, Druid 5, Wizard / Sorcerer 5
Innate Level: 5
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a shadow mastiff to be a faithful and loyal servant.

SUMMON CREATURE VI

Caster Level(s): Bard 6, Cleric 6, Druid 6, Wizard / Sorcerer 6
Innate Level: 6
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a dire bear to be a faithful and loyal servant.

SUMMON CREATURE VII

Caster Level(s): Cleric 7, Druid 7, Wizard / Sorcerer 7
Innate Level: 7
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a huge elemental to be a faithful and loyal servant.

SUMMON CREATURE VIII

Caster Level(s): Cleric 8, Druid 8, Wizard / Sorcerer 8
Innate Level: 8
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Point
Duration: 3 rounds + 1 round / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You summon a greater elemental to be a faithful and loyal servant.

SUNBEAM

Caster Level(s): Cleric 8, Druid 7, Sun 7
Innate Level: 8
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Colossal
Duration: 18 seconds
Add. Counter Spells: Create Greater Undead
Save: Reflex Negates
Spell Resistance: Yes
Effect: You summon a globe of divine radiance to blind and burn those within the area of effect. Undead take 1d6 points of divine damage per caster level, to a maximum of 20d6. All other monster types take 3d6 points of divine damage, and are blinded for 3 rounds. A successful Reflex save halves the damage for undead and voids blindness for others.

SUNBURST

Caster Level(s): Druid 8, Wizard / Sorcerer 8
Innate Level: 8
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex
Spell Resistance: Yes
Effect: A brilliant explosion occurs where you direct, causing 1d6 points of damage per caster level (to a maximum of 25d6) to all undead. Non-undead creatures suffer only 6d6 damage. Vampires are destroyed instantly if they fail a Reflex saving throw. All enemies in the area of effect must also make a successful Reflex saving throw or be blinded.

TASHA'S HIDEOUS LAUGHTER

Caster Level(s): Bard 1, Wizard / Sorcerer 2
Innate Level: 1
School: Enchantment
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Single
Duration: 1 round / level
Add. Counter Spells: –
Save: Will negates
Spell Resistance: Yes
Effect: This spell causes the target to begin laughing hysterically. The target will be unable to defend itself until the spell wears off. A creature whose racial type is different from yours gains a +4 bonus on its saving throw because humor doesn't 'translate' well.

TENSER'S TRANSFORMATION

Caster Level(s): Wizard / Sorcerer 6, War 6
Innate Level: 6
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 6 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: You become an engine of destruction, gaining a +1 attack bonus for every 2 caster levels, a +4 natural armor bonus to AC, +2d4 to Strength, +2d4 to Dexterity, +5 to Fortitude saving throws, and

+1d6 additional Hit Points per caster level.

TRUE SEEING

Caster Level(s): Cleric 5, Druid 7, Wizard / Sorcerer 6, Knowledge 4, Animal 4
Innate Level: 5
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / level
Add. Counter Spells: Greater Shadow Conjuration
Save: Harmless
Spell Resistance: No
Effect: The target creature can see through sanctuary and invisibility effects, and automatically spots hiding opponents.

TRUE STRIKE

Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Divination
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Caster
Duration: 9 seconds
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: Through magical intuition you gain a +20 bonus to attack rolls.

UNDEATH TO DEATH

Caster Level(s): Wizard / Sorcerer 6, Cleric 6
Innate Level: 6
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: Will negates
Spell Resistance: Yes
Effect: This spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first.

UNDEATH'S ETERNAL FOE

Caster Level(s): Cleric 9
Innate Level: 9
School: Abjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: Medium
Duration: 6 seconds / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: You and all of your all allies in the area of effect receive the following bonuses: immunity to negative energy damage, immunity to energy drain, immunity to ability score damage, immunity to poisons, and immunity to diseases.

VAMPIRIC TOUCH

Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Necromancy
Descriptor(s): Negative
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: Instantaneous
Add. Counter Spells: Negative Energy Protection
Save: None
Spell Resistance: Yes
Effect: The target creature takes 1d8 points of damage for every 2 caster levels. This damage is then applied to your Hit Points as a temporary bonus.

VINE MINE

Caster Level(s): Druid 5, Plant 5
Innate Level: 5
School: Conjuration
Descriptor(s): Nature
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: 60 seconds / level
Add. Counter Spells: –
Save: Yes (Entangle)
Spell Resistance: Yes
Effect: ?????

VIRTUE

Caster Level(s): Cleric 0, Druid 0, Paladin 1
Innate Level: 0
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Touch
Area of Effect/Target: Single
Duration: 60 seconds / Level
Add. Counter Spells: –
Save: Harmless
Spell Resistance: No
Effect: The target creature gains 1 temporary hit point above his maximum total.

VITRIOLIC SPHERE

Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Conjuration
Descriptor(s): Acid
Component(s): Verbal, Somatic
Range: Long
Area of Effect/Target: 10 ft. radius burst
Duration: Instantaneous
Add. Counter Spells: –
Save: Reflex half and Reflex negates
Spell Resistance: Yes
Effect: You conjure a sizzling emerald sphere that drenches all within the area with a potent acid. Affected creatures take 1d4 points of acid damage per caster level (maximum 15d4) and must succeed on a Reflex save or risk taking damage in the following 2 rounds (6d4 points of damage in the second round and 3d4 points of damage in the third round). Both rounds of continuing damage are subject to Reflex saves for half damage; if an affected creature succeeds on its second Reflex save, it takes no acid damage in the third round.

WAIL OF THE BANSHEE

Caster Level(s): Wizard / Sorcerer 9
Innate Level: 9
School: Necromancy
Descriptor(s): Death, Sonic
Component(s): Verbal
Range: Short
Area of Effect/Target: Colossal, 1 Creature / Level
Duration: Instantaneous
Add. Counter Spells: Silence
Save: Fortitude Negates
Spell Resistance: Yes
Effect: All enemies within the area of effect must succeed at a Fortitude save or die, to a maximum of 1 enemy per caster level.

WALL OF FIRE

Caster Level(s): Druid 5, Wizard / Sorcerer 4, Fire 5
Innate Level: 4
School: Evocation
Descriptor(s): Fire
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Wall 30 ft Long
Duration: 6 seconds / 2 Levels
Add. Counter Spells: –
Save: Reflex 1/2
Spell Resistance: Yes
Effect: This spell creates a curtain of fire that deals 2d6 points of fire damage, +1 per caster level, to any creature that attempts to pass through it. Undead creatures suffer double damage.

WAR CRY

Caster Level(s): Bard 4
Innate Level: 4
School: Enchantment
Descriptor(s): Mind-Affecting, Sonic
Component(s): Verbal, Somatic
Range: Personal
Area of Effect/Target: Colossal
Duration: 6 seconds / Level
Add. Counter Spells: Silence
Save: Will Negates
Spell Resistance: Yes
Effect: You let out a powerful shout that grants the Bard a +2 bonus to attack and damage. All enemies within the area of effect are stricken with fear.

WEAPON OF IMPACT

Caster Level(s): Bard 3, Cleric 3, Wizard / Sorcerer 3
Innate Level: 3
School: Transmutation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Short
Area of Effect/Target: Blunt weapon
Duration: 10 minutes / level
Add. Counter Spells: –
Save: None
Spell Resistance: No
Effect: This spell adds the Keen property to the targeted blunt weapon, increasing its critical threat range. This property doesn't stack with the Improved Critical feat.

WEB

Caster Level(s): Wizard / Sorcerer 2
Innate Level: 2
School: Conjuration
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Huge
Duration: 6 seconds / 2 Levels
Add. Counter Spells: Freedom of Movement
Save: Reflex Partial
Spell Resistance: Yes
Effect: Sticky strands cling to all creatures within the area of effect, entangling them. Creatures who make their save can move, but at a reduced rate dependent on their Strength.

WEIRD

Caster Level(s): Wizard / Sorcerer 9, Evil 9
Innate Level: 9
School: Illusion
Descriptor(s): Fear, Mind-Affecting
Component(s): Verbal, Somatic

Range: Medium
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: True Seeing
Save: Fortitude and Will
Spell Resistance: Yes
Effect: A horrible phantasm rises to stand before enemy creatures in the area of effect, causing them to make a Will save. If they fail, the phantasm touches them and they must now make a Fortitude saving throw. If this saving throw fails, the creature dies. Those who succeed the Fortitude save still take 3d6 points of damage. Creatures with less than 4 HD automatically die, without any saving throws.

WORD OF FAITH

Caster Level(s): Cleric 7
Innate Level: 7
School: Evocation
Descriptor(s): –
Component(s): Verbal, Somatic
Range: Medium
Area of Effect/Target: Colossal
Duration: Instantaneous
Add. Counter Spells: –
Save: None
Spell Resistance: Yes
Effect: A wave of divine energy blasts all enemy creatures within the area of effect. All enemies within the area are stunned for 1 round per 2 caster levels. Those with 4 Hit Dice or less are killed instantly. Any hostile summoned creatures are returned to their home planes.

Warlock Invocations

BEGUILING INFLUENCE

Invocation Type: Least
Spell Lvl Equivalent: 2
Effect: You can invoke this ability to beguile and bewitch your foes. You gain a +6 bonus on Bluff, Diplomacy, and Intimidate checks for a period of 24 hours.

BESHADOWED BLAST

Invocation Type: Lesser; Eldritch Essence
Spell Lvl Equivalent: 4
Effect: This eldritch essence invocation allows you to change your eldritch blast into a beshadowed blast. Any living creature struck by a beshadowed blast must succeed on a Fortitude save or be blinded for 1 round, giving it a 50% chance to miss in combat, removing any Dexterity bonuses to AC, adding an additional -2 penalty to AC, and causing it to move at half speed.

BEWITCHING BLAST

Invocation Type: Greater; Eldritch Essence
Spell Lvl Equivalent: 4
Effect: This eldritch essence invocation allows you to change your eldritch blast into a bewitching blast. Any creature struck by a bewitching blast must succeed on a Will save or be confused for 1 round in addition to the normal damage from the blast. A confused target will either wander randomly, attack a random nearby creature (even allies), or simply stand still. This is a mind-influencing effect.

BRIMSTONE BLAST

Invocation Type: Lesser; Eldritch Essence
Spell Lvl Equivalent: 3
Effect: This eldritch essence invocation allows you to change your eldritch blast into a brimstone blast. A brimstone blast deals fire damage. Any creature struck by a brimstone blast must succeed on a Reflex save or catch on fire, taking 2d6 points of fire damage per round until the duration expires. The fire damage persists for 1 round per five class levels you have. A creature burning in this way never takes more than 2d6 points of fire damage in a round, even if it has been hit by more than one brimstone blast.

CHARM

Invocation Type: Lesser
Spell Lvl Equivalent: 4
Effect: You can beguile a creature within 60 feet. The creature must succeed on a Will save or instantly come to regard you as its ally, at which point it will defend you in combat, even fighting against its former comrades. This lasts for 3 rounds + 1 for every two class levels you have. You can never have more than one target charmed at a time with this ability. If a second creature is charmed, you lose your hold on the first creature.

CHILLING TENTACLES

Invocation Type: Greater
Spell Lvl Equivalent: 5
Effect: This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. For every round that a creature is caught in the area of effect, it suffers attacks from 1d4 tentacles, each capable of doing 1d6+4 points bludgeoning damage. Each attack can be resisted with a successful Fortitude save. In addition, each creature within the area of the invocation takes 2d6 points of cold damage each round regardless of whether they are struck by any tentacles.

CURSE OF DESPAIR

Invocation Type: Lesser
Spell Lvl Equivalent: 4
Effect: You can use this invocation to bestow a permanent curse upon a touched opponent, lowering all the target's ability scores by 2 if the target fails its Will save. This curse does not stack with itself or with the effects of the bestow curse spell. Even if the save against this invocation succeeds, the target takes a -1 penalty on attack rolls for 10 rounds.

DARK FORESIGHT

Invocation Type: Dark
Spell Lvl Equivalent: 9
Effect: Your dark powers allow you to glimpse the future, granting you damage reduction 30/magic for 1 hour per warlock level. However, once you've taken 10 points of melee damage per caster level (maximum 150 points of damage at level 15), the effect ends immediately.

DARK ONE'S OWN LUCK

Invocation Type: Least
Spell Lvl Equivalent: 2
Effect: You are favored by the dark powers if you have this invocation. You gain a luck bonus to all saving throws equal to your Charisma bonus for 24 hours.

DEVIL'S SIGHT

Invocation Type: Least
Spell Lvl Equivalent: 2
Effect: You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magical darkness.

DEVOUR MAGIC

Invocation Type: Greater
Spell Lvl Equivalent: 6
Effect: This spell attempts to strip all magical effects from a single target. To dispel an effect, you make a caster level check (1d20 + your caster level, maximum +15) against a DC of (11 + the caster level of the targeted spell's caster). You make a caster level check against each effect on the target. If a spell effect is successfully removed, you gain twice your warlock level in temporary hit points (which add to your maximum hit points). These temporary hit points fade after 1 minute.

DRAINING BLAST

Invocation Type: Least; Eldritch Essence
Spell Lvl Equivalent: 2
Effect: In addition to normal eldritch blast damage, the draining blast forces any creature struck to make a Will save or become slowed. A slowed creature moves and attacks at a drastically reduced rate, taking a -1 penalty on attack rolls, AC, and Reflex saves and moving at half its normal speed. Multiple slow effects don't stack. This invocation counters and dispels haste.

ELDRITCH CHAIN

Invocation Type: Lesser; Blast Shape
Spell Lvl Equivalent: 4
Effect: This blast shape invocation allows you to improve your eldritch blast by turning it into an arc of energy that ""jumps"" from the first target to others. An eldritch chain can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary targets if you hit. You can ""jump"" the chain to one secondary target per five caster levels, so you can strike two additional targets at 10th level, three additional targets at 15th level, and four additional targets at 20th level. Each new target must be within 30 feet of the previous one, and you can target the same creature more than once with the eldritch chain. If you miss any target in the chain, the eldritch chain attack ends there.

ELDRITCH CONE

Invocation Type: Greater; Blast Shape
Spell Lvl Equivalent: 5
Effect: This blast shape invocation allow you to invoke your eldritch

blast as a 30-foot cone. The eldritch cone deals the normal eldritch blast damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the area of the.cone can attempt a Reflex save for half damage.

ELDRITCH DOOM

Invocation Type: Dark; Blast Shape
Spell Lvl Equivalent: 8
Effect: This blast shape invocation allows you to invoke your eldritch blast as the dreaded eldritch doom. This causes bolts of mystical power to lash out and savage all targets within 20 feet. This is not a ray attack, so it requires no ranged touch attack. Each target can attempt a Reflex save for half damage.

ELDRITCH SPEAR

Invocation Type: Least; Blast Shape
Spell Lvl Equivalent: 2
Effect: This blast shape invocation extends your eldritch blast attacks to great distances. Eldritch spear increases the range of an eldritch blast attack to 250 feet.

ENTROPIC WARDING

Invocation Type: Least
Spell Lvl Equivalent: 2
Effect: A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll (including arrows, magic arrows, Melf 's acid arrow, ray of enfeeblement, and so forth) has a 20% miss chance. Other attacks that simply work at a distance, such as a dragon's breath weapon, are not affected. Additionally, you gain a +4 bonus to your Move Silently and Hide checks.

FLEE THE SCENE

Invocation Type: Lesser
Spell Lvl Equivalent: 4
Effect: Your movement rate is increased 150%, and you gain a +2 dodge bonus to AC for 1 hour. You and your party also become temporarily hasted, gaining an additional attack, a +1 bonus to attack rolls and an additional +1 dodge bonus to AC for 5 rounds.

FRIGHTFUL BLAST

Invocation Type: Least; Eldritch Essence
Spell Lvl Equivalent: 2
Effect: In addition to normal eldritch blast damage, the frightful blast forces any creature struck to make a Will save or suffer become shaken for 10 rounds, taking a -2 penalty to attack rolls, saving throws, and ability checks. Creatures with more than 6 HD are immune to the fear effect.

HELLRIME BLAST

Invocation Type: Lesser; Eldritch Essence
Spell Lvl Equivalent: 4
Effect: This eldritch essence invocation allows you to change your eldritch blast into a hellrime blast. A hellrime blast deals cold damage. Any creature struck by the attack must make a Fortitude save or take a -4 penalty to Dexterity for 10 minutes. The Dexterity penalties from multiple hellrime blasts do not stack.

HIDEOUS BLOW

Invocation Type: Least; Blast Shape
Spell Lvl Equivalent: 1
Effect: As a standard action, you can make a single melee attack. If you hit, the target is affected as if struck by your eldritch blast (including any eldritch essence applied to the blast). This damage is in addition to any weapon damage that you deal with your attack, although you need not deal damage with this attack to trigger the eldritch blast effect.

LEAPS AND BOUNDS

Invocation Type: Least
Spell Lvl Equivalent: 2
Effect: You invoke this ability to gain amazing agility. This gives you a +4 Dexterity bonus and a +4 bonus to your Tumble skill for 24 hours. .

NOXIOUS BLAST

Invocation Type: Greater; Eldritch Essence
Spell Lvl Equivalent: 6
Effect: This eldritch essence invocation allows you to change your eldritch blast into a noxious blast. Any creature struck by a noxious blast must make a Fortitude save or suffer the effects of being dazed for 10 rounds. A dazed creature will do nothing except defend itself.

RETRIBUTIVE INVISIBILITY

Invocation Type: Dark
Spell Lvl Equivalent: 6
Effect: You can use greater invisibility, as the spell, but only on yourself. The effect lasts for one round per caster level. If your retributive invisibility is dispelled, a shock wave releases from your body in a 20-foot-radius burst. This shock wave deals 4d6 points of sonic damage to all creatures in the area and stuns them for 1 round (a Fortitude save halves the damage and negates the stunning effect).

SEE THE UNSEEN

Invocation Type: Least
Spell Lvl Equivalent: 2
Effect: When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects. You also gain darkvision, allowing you to see normally even when it's dark. Both effects last for a period of 24 hours.

TENACIOUS PLAGUE

Invocation Type: Greater
Spell Lvl Equivalent: 6
Effect: This invocation summons masses of biting and stinging insects. One swarm is summoned for every three class levels. A swarm has a +4 bass attack bonus and deals 2d6 points of magical damage when it hits. A swarm dissipates after three rounds. Tenacious plague does not stack with itself - if the warlock uses this invocation while swarms still exist, the current swarms will be replaced with the new swarms.

THE DEAD WALK

Invocation Type: Lesser
Spell Lvl Equivalent: 4
Effect: You can turn the bones or bodies of dead creatures into undead skeletons or zombies. This invocation lasts 1 hour per level. The type of undead created is dependent on your warlock level:.Levels 1 to 5: Skeleton.Levels 6 to 9: Zombie.Level 10 or more: Skeletal Warrior.

UTTERDARK BLAST

Invocation Type: Dark; Eldritch Essence
Spell Lvl Equivalent: 8
Effect: This eldritch essence invocation allows you to change your eldritch blast into an utterdark blast. An utterdark blast deals negative energy damage, which heals undead creatures instead of damaging them (much like inflict spells). Any creature struck by the attack must make a Fortitude save or gain two negative levels. The negative levels fade after 1 hour. If a target ever has as many negative levels as Hit Dice, it dies.

VITRIOLIC BLAST

Invocation Type: Greater; Eldritch Essence
Spell Lvl Equivalent: 6
Effect: This eldritch essence invocation allows you to change your eldritch blast into a vitriolic blast. A vitriolic blast deals acid damage, and is formed from conjured acid, making it different from other eldritch essences because it ignores spell resistance. Creatures.struck by a vitriolic blast automatically take an extra 2d6 points of acid damage on following rounds. This acid damage persists for 1 round per five class levels you have. For example, a 15th-level warlock deals 2d6 points of acid damage per round for 3 rounds after the initial vitriolic blast attack.

VORACIOUS DISPELLING

Invocation Type: Lesser
Spell Lvl Equivalent: 4
Effect: This spell attempts to strip all magical effects from a single target. To dispel an effect, you make a caster level check (1d20 + your caster level, maximum +10) against a DC of (11 + the caster level of the targeted spell's caster). You make a caster level check for each effect on the target. If any spells on the target are dispelled, the target takes 1 point of damage per two spell levels of the caster (no save, but spell resistance applies).

WALK UNSEEN

Invocation Type: Lesser
Spell Lvl Equivalent: 2
Effect: You become invisible. The effect ends immediately if you attack or cast a spell. Otherwise, the effect lasts 24 hours.

WALL OF PERILOUS FLAME

Invocation Type: Greater
Spell Lvl Equivalent: 5
Effect: You conjure a curtain of fire that deals 4d6 points of fire damage to any creature that attempts to pass through it. Half the wall's fire damage results from supernatural power and is therefore not subject to being reduced by resistance to fire.

WORD OF CHANGING

Invocation Type: Dark
Spell Lvl Equivalent: 5
Effect: You utter a powerful word that transforms you into a fearsome horned devil.

Feats

There are lots of ways to gain bonuses or other interesting character qualities as you design your character and play through the game. This chapter includes a collection of most of them.

Background Feats. Not the same as background *traits!* ... but do similar things. All are only available to you at 1st level, and grant bonuses to particular combinations of skills and saves.

Divine Feats. These heighten the abilities of divine casters.

General Feats. With the proper prerequisites, anyone can take these (even for things like Weapon Specialization – you may have to have a certain number of levels in fighter to be able to pick up the feat, but it is available at any time after that requirement is fulfilled, even if you're taking a level in an entirely different class).

Item Creation Feats. These are feats focused on creating magical items, such as potions, armor and scrolls. You must have a certain caster level, but they're not restricted to just one class or given solely as a bonus feat.

Metamagic Feats. These feats exist solely to modify the effect of a spell, increasing its potency, range and so forth.

Proficiency Feats. These allow you to use a particular type of armor, weapon or shield.

Skills and Save Feats. These allow you to improve any of your skills or saves. They're open to all levels, and are far more specific to certain situations (like Resist Disease) or single skills/saves (as compared to the combination of skills/saves that the Background Feats tend to offer).

Spellcasting Feats. These create extra spell slots for certain levels of spell, or improves your ability to cast/defend against particular types of magic.

The rest of these aren't *precisely* feats. However, most accomplish the same sort of thing as feats, so they're included in this chapter.

Class Abilities. Each one is specific to a particular class (or two). They are not actively acquired; you get them when you take a level in a particular class.

Racial Abilities. Each of these is only available to a specific race (or a small number of races).

Background Traits. These are feats that you can only get when starting a character. they have an impact on how NPCs react to you in West Harbor (the starting area). You only see them in the initial character creation screen.

Cleric Domains. These are only available to a cleric who focuses his skills in a particular direction.

Epithets. These are gained through game progression and are *purely* for show (the exceptions being the Blessed of Waukeen and Merchant's Friend feats, which are gained through buying the special edition and preordering, respectively). They are grouped in the Feats tab on the character sheet in-game, but they are gained through game progression, have no active abilities, and are not selectable when creating a character and/or leveling up.

Special Abilities. These five abilities are gained through progression through the game and completing Rituals of Purification.

BACKGROUND FEATS

Background Feats can only be taken at Level 1.

ARTIST

You gain a +2 bonus on Perform and Spot checks. Use: Automatic

BLOODED

Bou gain a +2 bonus on Initiative and Spot checks. Use: Automatic

BULLHEADED

You gain a +2 bonus on resisting Taunts and a +1 bonus on Will saving throws. Use: Automatic

COURTEOUS MAGOCRACY

You gain a +2 bonus on Lore checks and Spellcraft checks. Use: Automatic

LUCK OF HEROES

You gain a +1 bonus on all saving throws as well as a +1 luck bonus to Armor Class. Use: Automatic

MIND OVER BODY

At 1st level, you may use your Intelligence modifier instead of Constitution modifier to determine bonus hit points. Every subsequent level uses your Constitution bonus instead. In addition, every time you acquire a Metamagic or Spellcasting feat, you gain +1 hit point. Use: Automatic

SILVER PALM

You gain a +2 bonus on Appraise, Bluff, and Diplomacy checks. Use: Automatic

SNAKE BLOOD

You gain a +1 bonus on Reflex saves. Also, any saving throws versus poison gain an additional +2 bonus. Use: Automatic

SPELLCASTING PRODIGY

For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to all of those classes. Use: Automatic

STRONG SOUL

You gain a +1 bonus to Fortitude and Will saving throws, as well as a +1 bonus to any saving throw versus Death magic. Use: Automatic

THUG

You gain a +2 bonus on Initiative checks and a +2 bonus on Appraise and Intimidate checks. Use: Automatic

DIVINE FEATS

DIVINE MIGHT

Prerequisite: Turn undead, Cha 13+, Str 13+, Power Attack. You may spend one of your turn undead attempts to add your Charisma bonus to all weapon damage for a number of rounds equal to the Charisma bonus. Use: Selected

DIVINE RESISTANCE

Prerequisite: Turn or rebuke undead ability. By spending one of your turn undead attempts, you imbue yourself and all allies with resistance to cold 5, electricity 5, and fire 5. It lasts for a number of rounds equal to your Charisma bonus (minimum of 1 round). Use: Selected

DIVINE SHIELD

Prerequisite: Turn Undead, Cha 13+, Str 13+, Power Attack. You may spend one of your turn undead attempts to add your Charisma bonus to your armor class for a number of rounds equal to the Charisma bonus. Use: Selected

EXTRA SMITING

Prerequisite: Smite Evil or Smite Good. This feat increases your smiting ability to 3 times per day. Use: Selected

EXTRA TURNING

Prerequisite: Exclusive to clerics and paladins. You may turn undead four additional times per day. Use: Automatic

SACRED VENGEANCE

Prerequisite: Turn or rebuke undead ability. You can spend one of your turn undead attempts to add 2d6 damage to all successful attacks against undead for one round. Use: Selected

GENERAL FEATS

BATTLE CASTER

Prerequisite: Bard or Warlock. You do not suffer an Arcane Spell Failure penalty from medium armor when casting bard or warlock spells. Using a shield or heavy armor still applies the full penalty. Use: Automatic

BLIND-FIGHT

Prerequisite: None. You can fight well, even if blinded or against invisible creatures. You get to reroll a missed chance percentile one time to see if it actually hits. Furthermore, invisible creatures get no bonus to hit you in melee. Use: Automatic

CLEAVE

Prerequisite: Str 13+, Power Attack. Required for: Great Cleave. If you kill an opponent, you get a free attack against any opponent who is within melee weapon range. Use: Automatic

COMBAT EXPERTISE

Prerequisite: Int 13+. Required for: Feint, Improved Combat Expertise, Whirlwind Attack. You can make defensive attacks, gaining a +3 bonus to AC but receiving a -3 penalty to attack rolls. Use: Combat Mode

CURSE SONG

Prerequisite: Bard 1, Perform 3. You can sing a song that curses your enemies. The song affects all enemies within 30 feet and lasts for 10 rounds. (Deafened creatures are not affected by your singing.) The higher your final Perform skill and class level, the more powerful the Curse song. All of the penalties listed are additive:

- Perform 3 and Bard Level 1: -1 to Attack and Damage rolls
- Perform 6 and Bard Level 2: -1 to Will Saves
- Perform 9 and Bard Level 3: -1 to Damage rolls and -1 to Fortitude Saves
- Perform 12 and Bard Level 6: -1 to Reflex saves, -1 to Skill rolls
- Perform 15 and Bard Level 8: -1 to Attack rolls, 8 damage
- Perform 18 and Bard Level 11: -2 to Dodge Armor Class, -1 to Skill rolls
- Perform 21 and Bard Level 14: -1 to Damage rolls, 8 damage and -1 Dodge Armor Class
- Perform 24 and Bard Level 15: -1 Will Saves, -1 Reflex Saves, -1 Fortitude Saves, -1 Dodge Armor Class
- Perform 25 and Bard Level 16: -1 Will Saves, 4 damage and -1 Dodge Armor Class

For each additional 5 in Perform and 1 Class level in Bard an additional 2 damage is granted. Use: Selected

DASH

Prerequisite: None. You move 5% faster. Use: Automatic

DEFLECT ARROWS

Prerequisite: Dex 13+, Improved Unarmed Strike. You automatically deflect the first incoming projectile attack shot at you each round. Monks receive this feat for free at level 2. Use: Automatic if not caught flat-footed

DISARM

Prerequisite: Int 13+. Required for: Improved Disarm. You can perform a disarm maneuver that does no damage and provokes an attack of opportunity, but potentially renders your target unarmed. You make an attack roll against the target at maximum BAB modified by the difference between your size and the target's size times 4 (so a medium human disarming a small gnome is at +4). The attacker gets a further modifier of 4 times the relative size of his main-hand weapon (so a small Halfling wielding a medium-sized longsword is at +4). The defender makes an attack roll to resist the disarm using his maximum BAB modified by his relative weapon size times 4. If you meet or beat the defender's roll, the defender's main hand weapon is disarmed, knocking his primary hand item to the ground. Disarm will not work if the target's weapon cannot be dropped. Use: Selected. A disarm attempt provokes an attack of opportunity.

DODGE

Prerequisite: Dex 13+. Required for: Mobility and Spring Attack. You gain a +1 dodge bonus to AC against attacks from your current target or last attacker. Use: Automatic, though a condition that negates a Dexterity bonus to AC also negates any dodge bonuses. Multiple dodge bonuses (different feats, racial bonuses) are cumulative.

ELEPHANT'S HIDE

Prerequisite: Ability to wild shape into a Large creature. You can spend one of your wild shapes for the day to give yourself a natural armor bonus of +7 for 10 minutes. Use: Selected

EXPERT TACTICIAN

Prerequisite: Dex 13, base attack bonus +2. If you hit a creature with an attack of opportunity, you and all your allies gain a +2 circumstance bonus on attack and damage rolls against that creature for one round. Use: Automatic

EXTEND RAGE

Prerequisite: Rage or frenzy ability. Each use of rage or frenzy lasts 5 rounds longer. Use: Automatic

EXTRA MUSIC

Prerequisite: Bard Song. You may use bard song four extra times per day. Use: Automatic

EXTRA RAGE

Prerequisite: Rage or frenzy ability. You can rage or frenzy two more times per day than you otherwise could. Use: Automatic

EXTRA STUNNING ATTACKS

Prerequisite: Base attack bonus +2, Stunning Fist. You gain 3 extra stunning attacks per day. Use: Automatic

EXTRA WILD SHAPE

Prerequisite: Ability to use wild shape. You can use your wild shape ability two more

times per day than you otherwise could. If you're able to use wild shape to become an elemental, you also gain one additional elemental wild shape use per day. Use: Automatic

FAVORED POWER ATTACK

ABERRATIONS, BEASTS, CONSTRUCTS, DRAGONS, DWARVES, ELEMENTALS, ELVES, FEY, GIANTS, GNOMES, GOBLINOIDS, HALF-ELVES, HALFLINGS, HALF-ORCS, HUMANS, MAGICAL BEASTS, MONSTROUS HUMANOIDS, ORCS, OUTSIDERS, REPTILIANS, SHAPECHANGERS, UNDEAD, VERMIN

Prerequisite: Favored enemy ability, Power Attack, base attack bonus +4. When you use the Power Attack or Improved Power Attack feat with a one-handed weapon against a favored enemy, your Power Attack damage bonus is doubled. With a two-handed weapon against a favored enemy, your Power Attack damage bonus is tripled. Use: Selected

FEINT

Prerequisite: Int 13, Combat Expertise. The Feint feat can be used to deny your opponent its DEX bonus to AC for a combat round. In order for Feint to succeed, you make a Bluff check with a target DC of the target's Base Attack Bonus plus its Spot skill. Regardless of whether its DEX bonus is removed, you only get a single attack that round (but Haste does stack with it). This feat is especially useful for rogues who can Sneak Attack with it. Any non-humanoid gets a +4 bonus to its DC. And against anything with a 1 or 2 intelligence it gets a +8 bonus to its DC. You can't feint against a non-intelligent creature. Use: Selected

GREAT CLEAVE

Prerequisite: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher. As cleave, except that there is no limit to the number of additional attacks that you may make after killing one opponent. Use: Automatic

GREATER RESILIENCY

Prerequisite: Barbarian damage reduction 1/- (or better). Your damage reduction increases by 1. If it would normally rise thereafter with level, it does so at its previous rate, adding the +1 normally. For example, a 13th-level barbarian has damage reduction 3/-. By taking this feat, he raises it to 4/-. When he reaches 16th level, his damage reduction becomes 5/- and at 19th level, it becomes 6/-. Use: Automatic

GREATER TWO-WEAPON FIGHTING

Prerequisite: Dex 19, Two Weapon Fighting, Improved Two Weapon Fighting, base attack bonus +11. This feat grants a third attack with your off-hand weapon with a -10 attack penalty. Rangers who select the Two-Weapon Fighting Combat Style receive this feat at 11th level, even if they do not meet the prerequisites. Use: Automatic

GREATER WEAPON FOCUS

BASTARD SWORD, BATTLEAXE, CLUB, DAGGER, DART, DWARVEN AXE, FALCHION, GREATAXE, GREATSWORD, HALBERD, HANDAXE, HEAVY CROSSBOW, KAMA, KATANA, KUKRI, LIGHT CROSSBOW, LIGHT FLAIL, LIGHT HAMMER, LONGBOW, LONGSWORD, MACE, MORNINGSTAR, QUARTERSTAFF, RAPIER, SCIMITAR, SCYTHE, SHORT SWORD, SHORTBOW, SHURIKEN, SICKLE, SLING, SPEAR, THROWING AXE, UNARMED, WARHAMMER, WARMACE

Prerequisite: Fighter level 8, Proficiency and Weapon Focus with selected weapon. This feat grants an additional +1 to hit bonus with the selected weapon. This stacks with all other bonuses to attack roll (including Weapon Focus). This feat can be taken multiple times, but each time the effect applies to a new type of weapon. Use: Automatic

GREATER WEAPON SPECIALIZATION

BASTARD SWORD, BATTLEAXE, CLUB, DAGGER, DART, DWARVEN AXE, FALCHION, GREATAXE, GREATSWORD, HALBERD, HANDAXE, HEAVY CROSSBOW, KAMA, KATANA, KUKRI, LIGHT CROSSBOW, LIGHT FLAIL, LIGHT HAMMER, LONGBOW, LONGSWORD, MACE, MORNINGSTAR, QUARTERSTAFF, RAPIER, SCIMITAR, SCYTHE, SHORT SWORD, SHORTBOW, SHURIKEN, SICKLE, SLING, SPEAR, THROWING AXE, UNARMED, WARHAMMER, WARMACE

Prerequisite: Fighter level 12, Proficiency, Weapon Focus, Greater Weapon Focus, and Weapon Specialization with selected weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization. You can take this feat multiple times, but you must select a new type of weapon each time. Use: Automatic

IMPROVED COMBAT EXPERTISE

Prerequisite: Int 13+, Combat Expertise, base attack bonus +6 or higher. You can make improved defensive attacks, gaining a +6 bonus to AC but receiving a -6 penalty to attack rolls. Use: Combat Mode

IMPROVED CRITICAL

BASTARD SWORD, BATTLEAXE, CLUB, DAGGER, DART, DWARVEN AXE, FALCHION, GREATAXE, GREATSWORD, HALBERD, HANDAXE, HEAVY CROSSBOW, KAMA, KATANA, KUKRI, LIGHT CROSSBOW, LIGHT FLAIL, LIGHT HAMMER, LONGBOW, LONGSWORD, MACE, MORNINGSTAR, QUARTERSTAFF, RAPIER, SCIMITAR, SCYTHE, SHORT SWORD, SHORTBOW, SHURIKEN, SICKLE, SLING, SPEAR, THROWING AXE, UNARMED STRIKE, WARHAMMER, WARMACE

Prerequisite: Proficiency with the chosen weapon, base attack bonus +8 or higher. Combat ability doubles the critical threat range with a given weapon. A longsword that normally threatens a critical on a roll of 19-20 would now threaten a critical on a roll of 17-20. The threat range of a Keen weapon is already doubled, and is not further improved with this feat. This feat can be selected multiple times, applying to a new weapon category each time. Use: Automatic

IMPROVED DISARM

Prerequisite: Int 13+, Disarm. You don't provoke an attack of opportunity when attempting to disarm. Furthermore, if you succeeds in disarming a foe, the disarmed weapon is placed in your inventory. If there is no available slot in your inventory, the weapon falls to the ground. Use: Selected

IMPROVED INITIATIVE

Prerequisite: None. You gain a +4 bonus to initiative checks. Use: Automatic

IMPROVED KNOCKDOWN

Prerequisite: Int 13+, Knockdown, base attack bonus +7. You count as one size category larger when you makes a knockdown attack. All other knockdown conditions still apply. Use: Selected

IMPROVED PARRY

Prerequisite: Int 13+. When using the Parry skill, you counterattack when the Parry roll exceeds the modified attack roll by 5 or more (normally, the Parry roll must exceed the attack by 10 to counterattack). Additionally, you can parry once more per round before incurring penalties. Use: Automatic

IMPROVED POWER ATTACK

Prerequisite: Str 13+, Power Attack, base attack bonus +6 or higher. You trade a -6 penalty on your attack roll to gain a +6 bonus on your damage roll. It is very useful when fighting tough, easy-to-hit opponents. Use: Combat Mode

IMPROVED RAPID SHOT

Prerequisite: Manyshot, Point Blank Shot, Rapid Shot. When using the Rapid Shot feat, you may ignore the -2 penalty on all

your ranged attack rolls. Rangers who select the Archery Combat Style receive this feat at 11th level, even if they do not meet the prerequisites. Use: Automatic

Improved Two-Weapon Defense

Prerequisite: Dex 17, Two Weapon Defense, Two Weapon Fighting, base attack bonus +6. When wielding a double weapon or two weapons, you gain a +2 shield bonus to your AC. When using the Parry action, this is replaced with a +4 skill bonus added to your Parry skill check to avoid an incoming blow. Use: Automatic

Improved Two-Weapon Fighting

Prerequisite: Dex 17, Two-Weapon Fighting, base attack bonus +6 or higher. You get a second off-hand attack (at a penalty of -5 to your attack roll). Rangers who select the Two-Weapon Fighting Combat Style receive this feat at 6th level, even if they do not meet the prerequisites. Use: Automatic

Improved Unarmed Strike

Prerequisite: None. Required for: Stunning Fist, Deflect Arrows. Armed opponents no longer get attacks of opportunity against you when you attempt an unarmed attack. Use: Automatic

Knockdown

Prerequisite: None. Required for: Improved Knockdown. A special knockdown attempt, which does not cause damage but does not provoke an attack of opportunity. You may only knock down creatures that are no more than one size larger than you. You makes a d20 roll modified by your Strength bonus, and the difference between your creature and the target creature size times 4. The defender makes a d20 roll modified by the better of its strength and dexterity bonus. If you meet or beat the roll, the defender is knocked down. Prone characters cannot attack. Characters receive a +4 bonus to attack prone opponents in melee, but a -4 penalty to attack them with a ranged weapon. Use: Selected

Lingering Song

Prerequisite: Bard Song. Your bard songs last an additional 5 rounds. Use: Automatic

Manyshot

Prerequisite: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6. The first shot you fire in a round, you notch two arrows instead of one. Both arrows use the same attack roll, but the attack roll is made at a -4 penalty. If the attack roll hits, the target takes damage from both arrows (extra damage, as from sneak attack and/or critical hits, are only applied to one of the arrows). When your base attack bonus reaches +11, the first and second attacks you make in the round fire two arrows, and the attack roll penalty increases to -6. When your base attack bonus reaches +16, the first three attacks you make in the round fire two arrows, and the attack roll penalty increases to -8. Rangers who select the Archery Combat Style receive this feat at 6th level, even if they do not meet the prerequisites. Use: Selected

Mobility

Prerequisite: Dex 13+, Dodge. Required for: Spring Attack. You avoid attacks of opportunity more effectively, gaining a +4 dodge bonus to AC against them. Multiple dodge bonuses (from different feats or racial bonuses) are cumulative. Use: Automatic, though a condition that negates a Dexterity bonus to AC also negates any dodge bonuses.

Monkey Grip

Prerequisite: Base attack bonus +1. You can wield weapons that are normally two-handed for your race with only one hand at a -2 penalty to hit. For example: a human could wield a greatsword and a shield using this feat, while a halfling could wield a longsword in each hand. Medium sized characters (humans, half-orcs, elves, dwarves and so forth) with this feat can use giant weapons (with -2 to hit). Note that this ability only applies to melee weapons and does not affect the use of crossbows, bows, etc. Use: Automatic

Oaken Resilience

Prerequisite: Druid level 12. You can spend a wild shape to gain immunity to critical hits, poison, sleep, paralysis and stunning for 10 minutes. Use: Selected

Point Blank Shot

Prerequisite: None. Required for: Rapid Shot. You negate the -4 penalty for using missile weapons in melee, and gain an additional +1 to attack and damage with ranged weapons when the target is within 15 feet. Use: Automatic

Power Attack

Prerequisite: Str 13+. Required for: Cleave, Improved Power Attack, Great Cleave, Divine Might and Divine Shield. You can make powerful but ungainly attacks. When Power Attack is selected, it grants a +3 bonus to the damage roll, but at the cost of -3 to the attack roll. Use: Combat Mode

Power Critical

Bastard Sword, Battleaxe, Club, Dagger, Dart, Dwarven Waraxe, Falchion, Greataxe, Greatsword, Halberd, Handaxe, Heavy Crossbow, Kama, Katana, Kukri, Light Crossbow, Light Flail, Light Hammer, Longbow, Longsword, Mace, Morningstar, Quarterstaff, Rapier, Scimitar, Scythe, Short Sword, Shortbow, Shuriken, Sickle, Sling, Spear, Throwing Axe, Unarmed Strike, Warhammer, Warmace

Prerequisite: Proficiency and Weapon Focus with selected weapon, base attack bonus +4. When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat. Use: Automatic

Rapid Reload

Prerequisite: Base attack bonus +2. You can reload so quickly that you get the same number of attacks with any crossbow as you would if you were using a normal bow. Use: Automatic

Rapid Shot

Prerequisite: Dex 13+, Point Blank Shot. You gain an extra attack per round with a ranged weapon (excluding crossbows). When you attempt a Rapid Shot, the extra attack is made at your highest base attack bonus, but all attacks within the round suffer a -2 penalty. Rangers who select the Archery Combat Style receive this feat at 2nd level, even if they do not meet the prerequisites. Use: Selected

Skilled Offense

Prerequisite: None. When facing an opponent using the Parry skill, you add your character level to your attack roll for purposes of defending against your enemy's parry. Use: Automatic

Spring Attack

Prerequisite: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher. Required for: Whirlwind Attack. Enemies do not get attacks of opportunity against you when you are moving around in combat. Use: Automatic

Stunning Fist

Prerequisite: Dex 13+, Wis 13+, Improved Unarmed Strike, base attack bonus +8 or higher. Required for: Extra Stunning Attacks. You can attempt a disabling strike with a -4 attack penalty and a -4 damage penalty. If successful, the target must succeed at a Fortitude save (DC 10 + 1/2 your level + your Wisdom modifier) or be held for three rounds. This attack may be used once per day for every four levels you have. Monks suffer no attack or damage penalties when using this feat and may use it once per day per level. Constructs and undead are immune to this attack, as are any creatures that are immune to critical hits. Use: Selected

Superior Weapon Focus

Prerequisite: Weapon of Choice, weapon master level 5. You gain a +1 bonus to all attack rolls with your weapon of choice. Use: Automatic

TOUGHNESS

Prerequisite: None. You are tougher than normal, gaining one bonus hit point per level. Hit points are gained retroactively when choosing this feat. Use: Automatic

TRACK

Prerequisite: None. This feat marks all hostile targets on the minimap when using the Track mode, showing you enemies within a range determined by your Survival skill. Use: This feat automatically enhances your Track mode ability. You can toggle Track mode at will.

TWO-WEAPON DEFENSE

Prerequisite: Dex 15, Two Weapon Fighting. When wielding a double weapon or two weapons, you gain a +1 shield bonus to your AC. When using the Parry action, instead you get a +2 skill bonus added to your Parry skill check to avoid an incoming blow. Use: Automatic

TWO-WEAPON FIGHTING

Prerequisite: Dex 15+. Required For: Improved Two-Weapon Fighting. You reduce the penalties suffered when fighting with two weapons. The normal penalty of -6 to the primary hand and -10 to the off-hand becomes -4 for the primary hand and -4 for the off-hand. Best results are achieved if the off-hand weapon is light, further reducing the penalty for both the primary and off-hand by 2 (to -2/-2). Rangers who select the Two-Weapon Fighting Combat Style receive this feat at 2nd level, even if they do not meet the prerequisites. Use: Automatic

USE POISON

Prerequisite: Assassin level 1 or Blackguard level 1. You never have to make a Dexterity check when applying poison to a blade. Use: Automatic

WEAPON FINESSE

Prerequisite: Base attack bonus +1 or higher. You are adept at using light weapons subtly and effectively, allowing you to make melee attack rolls with your Dexterity modifier instead of Strength (if your Dexterity is higher than your Strength). Use: Automatic when using any of the following weapons: dagger, handaxe, kama, kukri, light hammer, mace, rapier, short sword, sickle, whip and unarmed strike.

WEAPON FOCUS

BASTARD SWORD, BATTLEAXE, CLUB, DAGGER, DART, DWARVEN WARAXE, FALCHION, GREATAXE, GREATSWORD, HALBERD, HANDAXE, HEAVY CROSSBOW, KAMA, KATANA, KUKRI, LIGHT CROSSBOW, LIGHT FLAIL, LIGHT HAMMER, LONGBOW, LONGSWORD, MACE, MORNINGSTAR, QUARTERSTAFF, RAPIER, SCIMITAR, SCYTHE, SHORT SWORD, SHORTBOW, SHURIKEN, SICKLE, SLING, SPEAR, THROWING AXE, UNARMED STRIKE, WARHAMMER, WARMACE

Prerequisite: Proficiency with the chosen weapon type, base attack bonus +1 or higher. Required for: Weapon Specialization (fighter only). You are particularly skilled with a specific weapon, gaining a +1 attack bonus with it. This feat may be selected multiple times, but the effects do not stack; you must select a new type of weapon each time. Use: Automatic

WEAPON OF CHOICE

BASTARD SWORD, BATTLEAXE, CLUB, DAGGER, DWARVEN WARAXE, FALCHION, GREATAXE, GREATSWORD, HALBERD, HANDAXE, KAMA, KATANA, KUKRI, LIGHT FLAIL, LIGHT HAMMER, LONGSWORD, MACE, MORNINGSTAR, QUARTERSTAFF, RAPIER, SCIMITAR, SCYTHE, SHORT SWORD, SICKLE, SPEAR, WARHAMMER, WARMACE

Prerequisite: Weapon Focus (with weapon to be chosen). The weapon chosen to be a weapon of choice by a weapon master becomes the focus for all of their special abilities. Use: Automatic

WEAPON SPECIALIZATION

BASTARD SWORD, BATTLEAXE, CLUB, DAGGER, DART, DWARVEN WARAXE, FALCHION, GREATAXE, GREATSWORD, HALBERD, HANDAXE, HEAVY CROSSBOW, KAMA, KATANA, KUKRI, LIGHT CROSSBOW, LIGHT FLAIL, LIGHT HAMMER, LONGBOW, LONGSWORD, MACE, MORNINGSTAR, QUARTERSTAFF, RAPIER, SCIMITAR, SCYTHE, SHORT SWORD, SHORTBOW, SHURIKEN, SICKLE, SLING, SPEAR, THROWING AXE, UNARMED STRIKE, WARHAMMER, WARMACE

Prerequisite: Must be a fighter, base attack bonus +4, Weapon Focus in the chosen weapon group. You gain a +2 damage bonus when using this type of weapon in combat. This feat may be selected multiple times, but the effects do not stack. You must select a new type of weapon in each case. Special: Halflings and Gnomes are small creatures and as such they can never use the following Large weapons: dire mace, two-bladed sword, double axe, greataxe, greatsword, halberd and scythe. Use: Automatic

WHIRLWIND ATTACK

Prerequisite: Intelligence 13+, Combat Expertise, Dexterity 13+, Dodge, Mobility, Spring Attack, Base Attack of +4. You perform a full attack action, making one melee attack at full base attack bonus against each opponent within 5 feet. Use: Selected

ZEN ARCHERY

Prerequisite: Base attack bonus +3, Wis 13+. Wisdom guides your ranged attacks, letting you use your Wisdom modifier, if it is higher than your Dexterity mod, when firing ranged weapons. Use: Automatic

ITEM CREATION FEATS

SCRIBE SCROLL

Prerequisite: Spellcaster Level 1. You can create a scroll of any spell that you know. Scribing a scroll is accomplished by casting a spell on a blank scroll in your inventory. Creating a scroll costs gold pieces based on the relative power of the spell. Scrolls containing first level spells can cost hundreds of gold pieces while those made with higher level spells can cost several thousand. Any arcane or divine spell of any level may be placed on a scroll. Warlock invocations cannot be placed on scrolls. Use: Cast a spell on a blank scroll in your inventory.

CRAFT WONDROUS ITEMS

Prerequisite: Spellcaster level 3. You can craft a wide variety of magical items, such as amulets and rings. Crafting magic items through the use of this feat requires a magical workbench. Place the appropriate essences and gems, along with any base materials (such as iron ingots, wooden planks, or leather hides) into the magical workbench's inventory, then activates the enchantment by casting the correct spell on the workbench. Provided you're of at least the minimum required caster level, the item is created. Recipe books, listing the required caster level, gold piece cost, essences, gems, spells, and materials to create various magic arms and armors can be found throughout the game. Further formulae may be discovered by the determined artificer. Use: Selected

BREW POTION

Prerequisite: Spellcaster Level 3+. You can create a potion of any beneficial, single-target spell of 3rd level or less that you know. To create a potion, cast an appropriate spell on an empty magic potion bottle in your inventory. Creating a potion costs gold pieces based on the relative power of the spell. Potions containing first level spells can cost hundreds of gold pieces while those made with higher level spells can cost several thousand. Warlock invocations cannot be

used in the creation of potions. Use: Cast a spell on a magic potion bottle in your inventory.

CRAFT MAGIC ARMS AND ARMOR

Prerequisite: Spellcaster level 5. You can create magic weapons, armor, and shields. Enchanting armor or weapons through the use of this feat requires a magical workbench. Place the item to be enchanted, along with all essences, gems, and other reagents required, into the magical workbench's inventory, then activates the enchantment by casting the correct spell on the workbench. Provided you're of at least the minimum required caster level, the weapon, armor, or shield placed in the workbench is enchanted. A magical weapon, shield, or suit of armor can have a maximum of three enchantments on it. Recipe books, listing the required caster level, essences, gems, and spells to create various magic arms and armors can be found throughout the game. Further formulae may be discovered by a determined artificer. Use: Selected

CRAFT WAND

Prerequisite: Spellcaster Level 5+. You can create a wand of any spell of 4th level or less that you know. To create a wand, cast an appropriate spell on a bone wand in your inventory. Creating a wand costs gold pieces based on the relative power of the spell. Wands containing first level spells can cost a few thousand gold pieces while those made with higher level spells can cost tens of thousands. Warlock invocations cannot be used in the creation of wands. Newly crafted wands have 50 charges. Use: Cast a spell on a bone wand in your inventory.

METAMAGIC FEATS

BLAST SHAPE INVOCATIONS

Prerequisite: Warlock level 1. You can modify your eldritch blast to affect more than one target. An eldritch essence and a blast shape may be stacked to form a combined invocation effect. Use: Automatic

ELDRITCH ESSENCE INVOCATIONS

Prerequisite: Warlock level 1. You can modify your eldritch blast to do secondary effects on top of the base damage. An eldritch essence and a blast shape may be stacked to form a combined invocation effect. Use: Automatic

EMPOWER SPELL

Prerequisite: Ability to cast 2nd level spells. All variable, numeric effects of an empowered spell are increased by 50%. For example, an empowered magic missile deals one and one-half times normal damage (1d4 + 1 multiplied by 3/2). Empowerment does not increase spell duration. Use: An empowered spell occupies a spell slot two levels higher than normal. Saving throws and opposed rolls, such as those made when Dispel Magic is cast, are not affected.

EXTEND SPELL

Prerequisite: Ability to cast 1st level spells. Required for: Persistent Spell. Extended spells have their duration doubled, lasting twice as long as normal. Use: An extended spell occupies a spell slot one level higher than normal. Spells with a duration of instantaneous or permanent are not affected.

MAXIMIZE SPELL

Prerequisite: Ability to cast 3rd level spells. Maximized spells apply all variable numeric effects – including damage, number of targets, and so on – at their maximum values. Use: A maximized spell occupies a spell slot three levels higher than normal. Saving throws and opposed rolls, such as those made when Dispel Magic is cast, are not affected.

PERSISTENT SPELL

Prerequisite: Extend Spell feat, ability to cast 6th level spells. A persistent spell has a duration of 24 hours instead of its normal duration. Persistent Spell may only be applied to certain spells. Use: A persistent spell uses a spell slot six levels higher than the spell's actual level.

QUICKEN SPELL

Prerequisite: Ability to cast 4th level spells. Quickened spells can be cast instantaneously, making them invulnerable to interruption. A quickened spell is cast as a free action, and another action can be attempted within the same round, including the casting of another spell. Only one quickened spell can be cast per round. Use: Quickened spells occupy spell slots four levels higher than normal.

SILENT SPELL

Prerequisite: Ability to cast 1st level spells. Silent spells are cast without a verbal component. Use: A silenced spell occupies a spell slot one level higher than normal.

STILL SPELL

Prerequisite: Ability to cast 1st level spells. Still spells are cast without a somatic component. Any penalties incurred from casting in armor do not apply to a spell prepared with this feat. Use: A stilled spell occupies a spell slot one level higher than normal.

PROFICIENCY FEATS

ARMOR PROFICIENCY (HEAVY)

Prerequisite: Armor Proficiency (Light) and Armor Proficiency (Medium). This feat grants the knowledge to make effective use of heavy armor. Fighters, paladins and clerics receive this feat for free. Use: Automatic

ARMOR PROFICIENCY (LIGHT)

Prerequisite: None. Required for: Armor Proficiency (Medium). This feat grants the knowledge to make effective use of light armor. All classes except monks, sorcerers and wizards have this feat for free. Use: Automatic

ARMOR PROFICIENCY (MEDIUM)

Prerequisite: Armor Proficiency (Light). Required for: Armor Proficiency (Heavy). This feat grants the knowledge to make effective use of medium armor. All classes except bards, monks, rangers, rogues, sorcerers and wizards have this feat for free. Use: Automatic

SHIELD PROFICIENCY

Prerequisite: None. You have the training required to use a shield. All classes except monks, rogues, sorcerers and wizards have this feat for free. Use: Automatic

TOWER SHIELD PROFICIENCY

Prerequisite: None. You cannot use a Tower Shield unless you have this proficiency. Fighters get this feat for free at 1st level. Use: Automatic

WEAPON PROFICIENCY (BARD)

Prerequisite: Bard Level 1. You can use the longsword, rapier, short sword and shortbow. Use: Automatic

WEAPON PROFICIENCY (DRUID)

Type of Feat: Special. *Prerequisite: Druid Level 1.* You can use the club, dagger, scimitar, sickle, spear, quarterstaff, dart and sling. Use: Automatic

WEAPON PROFICIENCY (DWARF)

Prerequisite: Dwarf. You can use the dwarven waraxe. Use: Automatic

WEAPON PROFICIENCY (ELF)

Prerequisite: Elf. You can use the longsword, rapier, longbow and shortbow. Use: Automatic

WEAPON PROFICIENCY (EXOTIC)

Prerequisite: Base attack bonus +1 or higher. You can use all exotic weapons, including the bastard sword, dwarven waraxe, kama, katana and shuriken. Use: Automatic

WEAPON PROFICIENCY (MARTIAL)

Prerequisite: None. You can use all martial weapons, including the battleaxe, greataxe, greatsword, halberd, handaxe, kukri, light flail, light hammer, longbow, longsword, rapier, scimitar, scythe, short sword, shortbow, throwing axe, warhammer and warmace. Use: Barbarians, fighters, paladins, and rangers are automatically proficient with all martial weapons.

WEAPON PROFICIENCY (MONK)

Prerequisite: Monk level 1. You can use the club, dagger, handaxe, light crossbow, heavy crossbow, quarterstaff, shuriken, kama and sling.

WEAPON PROFICIENCY (ROGUE)

Prerequisite: Rogue level 1. You can use the club, dagger, dart, handaxe, light crossbow, heavy crossbow, quarterstaff, mace, short sword, rapier, shortbow, morningstar and sling. All rogues start with this feat.

WEAPON PROFICIENCY (SIMPLE)

Prerequisite: None. You can use all simple weapons, including the club, dagger, mace, sickle, spear, morningstar, quarterstaff, light and heavy crossbows, dart and sling. Use: All characters except for druids, monks and wizards are automatically proficient with all simple weapons.

WEAPON PROFICIENCY (WIZARD)

Prerequisite: Wizard level 1. You can use the club, dagger, light crossbow, heavy crossbow and quarterstaff. Use: Automatic

SKILLS AND SAVE FEATS

ABLE LEARNER

Cross-class skills cost only a single point per rank instead of the normal cost of two points per rank. You are still restricted to one-half your level for cross-class skills. Use: Automatic

ALERTNESS

Prerequisite: None. +2 bonus to Spot and Listen checks due to finely tuned senses. Use: Automatic

GREAT FORTITUDE

Prerequisite: None. You are tougher than normal, gaining a +2 bonus to all Fortitude saving throws. Use: Automatic

IRON WILL

Prerequisite: None. Your strong presence of mind gives you a +2 bonus to all Will saving throws. Use: Automatic

LIGHTNING REFLEXES

Prerequisite: None. Your reflexes are faster than normal, granting you a +2 bonus to all Reflex saving throws. Use: Automatic

NEGOTIATOR

Prerequisite: None. You have a +2 bonus to Diplomacy and Bluff. Use: Automatic

NIMBLE FINGERS

Prerequisite: None. You have a +2 bonus to Open Locks and Disarm Traps. Use: Automatic

RESIST DISEASE

Prerequisite: None. You have a +4 bonus on Fortitude saving throws to resist the effects of disease. Use: Automatic

RESIST ENERGY

ACID, COLD, ELECTRICAL, FIRE, SONIC

Prerequisite: Base Fortitude save bonus 8+. You gain resistance 5/- against the chosen type of energy (first 5 points of damage of this type of energy is ignored). Use: Automatic

RESIST POISON

Prerequisite: None. You have a +4 bonus on Fortitude saving throws against poison. Use: Automatic

SELF SUFFICIENT

Prerequisite: None. You have a +2 bonus to Survival and Heal. Use: Automatic

SKILL FOCUS

APPRAISE, BLUFF, CONCENTRATION, CRAFT ALCHEMY, CRAFT ARMOR, CRAFT TRAP, CRAFT WEAPON, DIPLOMACY, DISABLE DEVICE, HEAL, HIDE, INTIMIDATE, LISTEN, LORE, MOVE SILENTLY, OPEN LOCK, PARRY, PERFORM, SEARCH, SET TRAP, SLEIGHT OF HAND, SPELLCRAFT, SPOT, SURVIVAL, TAUNT, TUMBLE, USE MAGIC DEVICE

Prerequisite: None. You are adept at a certain skill, gaining a +3 bonus on all checks with it. Use: Automatic. This feat may be selected multiple times, but the effects do not stack — you must choose a different skill each time.

STEALTHY

Prerequisite: None. You gain a +2 bonus on Hide and Move Silently checks. Use: Automatic

SPELLCASTING FEATS

ARCANE DEFENSE

ABJURATION, CONJURATION, DIVINATION, ENCHANTMENT, EVOCATION, ILLUSION, NECROMANCY, TRANSMUTATION

Prerequisite: Spell focus in the chosen school. You gain a +2 bonus to saving throws versus the chosen school of magic. Use: Automatic

AUGMENT HEALING

Prerequisite: Heal 4 ranks. Adds +2 points per spell level to the amount of damage healed by any healing spell. Ie a 1st level Cure Light Wounds would heal an additional 2 hit points of damage and a 3rd level Cure Moderate Wounds would heal an additional 6 hit points of damage. Use: Automatic

AUGMENT SUMMONING

Prerequisite: Spell Focus (Conjuration). Each creature you conjure with a summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration it is summoned. Use: Automatic

COMBAT CASTING

Prerequisite: Ability to cast 1st level spells. You are adept at casting spells in combat. You gain a +4 bonus to the Concentration check when trying to cast spells while in Defensive Casting mode. Use: Automatic

EXTRA SLOT

BARD - LEVEL 0, 1, 2, 3, 4, 5

CLERIC - LEVEL 0, 1, 2, 3, 4, 5, 6, 7, 8

DRUID - LEVEL 0, 1, 2, 3, 4, 5, 6, 7, 8

PALADIN - LEVEL 1, 2, 3

RANGER - LEVEL 1, 2, 3

SORCERER - LEVEL 0, 1, 2, 3, 4, 5, 6, 7, 8

WIZARD - LEVEL 0, 1, 2, 3, 4, 5, 6, 7, 8

Prerequisite: Caster level 4. You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4th level sorcerer (maximum spell level 2nd) gains either an extra 0 level or 1st level slot, and is able to cast any spell he knows of the chosen level one more time each day. Once selected, the extra spell slot never changes level. You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one lower than the highest level of spell you can currently cast. Use: Automatic

GREATER SPELL FOCUS

ABJURATION, CONJURATION, DIVINATION, ENCHANTMENT, EVOCATION, ILLUSION, NECROMANCY, TRANSMUTATION

Prerequisite: Spell Focus. You become even more adept with spells of a particular school of magic. You gain a +2 bonus to the spell save DC for all spells of the chosen school. This feat may be selected multiple times, but the effects do not stack. It applies to a different school of magic in each case. Use: Automatic

GREATER SPELL PENETRATION

Prerequisite: Spell Penetration. You gain a +4 bonus on caster level checks to beat a creature's spell resistance. Use: Automatic

PRACTICED SPELLCASTER

BARD, CLERIC, DRUID, PALADIN, RANGER, SORCERER, WIZARD

Prerequisite: Spellcraft 4 ranks. Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your total class levels. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-levels you may be able to apply the rest of the bonus. For example, a human 5th level cleric/3rd level fighter who selects this feat would increase his cleric caster level from 5th to 8th (not 9th, since he only has 8 total levels: 5 as a cleric and 3 as a fighter). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 total levels). A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells. You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

SPELL FOCUS

ABJURATION, CONJURATION, DIVINATION, ENCHANTMENT, EVOCATION, ILLUSION, NECROMANCY, TRANSMUTATION

Prerequisite: Ability to cast 1st-level spells. Required for: Greater Spell Focus and Arcane Defense. You are adept in a certain school of magic, gaining a +1 bonus to spell save DC for all spells that you cast from that school. This feat may be selected multiple times, but the effects do not stack. It applies to a different school of magic in each case. Use: Automatic

SPELL PENETRATION

Prerequisite: Ability to cast 1st-level spells. Required for: Greater Spell Penetration. You gain a +2 bonus to caster level checks to beat a creature's spell resistance. Use: Automatic

EPITHETS

BLESSED OF WAUKEEN

Blessed by Waukeen, the deity of coins and wealth, you have a soft golden halo above your head, giving you a +1 bonus to all saving throws. Certain merchants will recognize this blessing and offer special items. Use: Automatic

CAPTAIN OF CROSSROAD KEEP

As a reward for your service to Neverwinter, you have been placed in charge of Crossroad Keep. The castle — and its inhabitants — are yours to command as you see fit.

CITY WATCHMAN

Marshal Cormick bestowed upon you the authority of Neverwinter's City Watch. You are now responsible for upholding the law and defending the city — a duty that many City Watchmen abuse.

DEFENDER OF THE KEEP

Your exceptional leadership ensured that Crossroad Keep was ready for the worst. When havoc descended on your stronghold, you led your followers with masterful tactics and unfailing courage.

DRAGONSLAYER

You have defeated one of the most fearsome monsters of the Sword Coast: a dragon!

DREAD LORD OF THE KEEP

Disorder and evil reign within the walls of Crossroad Keep. You have recruited only the most ruthless of henchmen to your cause and ruled your stronghold with little regard for civility or morality.

EXPLORER

You have earned Guyven's respect with your tireless exploration of the Sword Coast.

GRAND MASTER OF THE SUN SOUL

Rolan has died peacefully of old age. His title of Grand Master of the Sun Soul now falls to you.

HARBORMAN

You grew up in the farming village of West Harbor located on the swampy edge of the Mere of Dead Men. Called "Harbormen" by outsiders, the citizens of West Harbor live with the constant dangers of the Mere and are known for being tough, practical, and self-reliant.

INFERNAL BARGAINING

Having made several bargains with Mephasm, you have shown the fiend that you have the will (or disregard for eternal suffering) to broker with devils and get what you want.

KALACH-CHA

1 It appears that you are the "kalach-cha" that the otherworldly raiders seek. It's still unclear as to what a "kalach-cha" is or how you became one.

2 You don't know what a "kalach-cha" is, but the raiders that came to West Harbor are looking for it. And they seem to believe you have it!

3 Zeeaire informed you that a "Kalach-cha" is one who steals a sacred silver sword. The shards in your possession mark you as a thief in the eyes of the githyanki.

KNIGHT OF THE REALM

In recognition of your service to Neverwinter, Lord Nasher has bestowed upon you the title of Knight.

MASTER OF ...

Air. You have completed the Trial of the Sun Soul. During this test, you aligned your soul with the swift and unseen essence of air.

Earth. You have completed the Trial of the Sun Soul. During this test, you aligned your soul with the resilient and eternal essence

Abilities

of earth.

Fire. You have completed the Trial of the Sun Soul. During this test, you aligned your soul with the energetic and deadly essence of fire.

Water. You have completed the Trial of the Sun Soul. During this test, you aligned your soul with the fluid and shifting essence of water.

Master of Elements

You have completed the Trial of the Sun Soul. During this test, you aligned your soul with the balance of many elements.

Master of the Sun Soul

You have completed the Trial of the Sun Soul. During this test, you chose not to align yourself with any of the elements. In doing so, you have found a deeper sense of self-reliance and peace.

Master of the Broken Blade

You reformed the Silver Sword of Gith. This legendary weapon is now at your command.

Master Orator

Your considerable skill in the courtroom is the talk of Neverwinter's legal community. Local barristers will be studying the transcripts of your trial for years to come and comparing their performances against yours.

Merchant's Friend

In his younger days, your foster father often served as an escort to merchants traveling the Sword Coast. Daeghun's reputation affords you special treatment from merchants. Special Effects: 10% discount from merchants, as well as special access to rare and exotic items sold by one particular vendor.

Neverwinter Nine

You have been accepted into the Neverwinter Nine and are now one of Lord Nasher's most trusted agents. Special Effects: This epithet is a requirement for the Neverwinter Nine prestige class.

Orc Slayer

Countless orcs have died by your hand. Stories of your battles have spread quickly, and the broken remains of the orc tribes vying for Old Owl Well curse the day you were born.

Pathstalker

To Guyven's delight, you have followed in his footsteps of exploring the Sword Coast.

Shadow Thief of Amn (3 Ranks)

You have proven your worth to the Shadow Thieves and that have accepted you into their ranks. Effects: This epithet is a requirement for the Shadow Thief of Amn prestige class.

Shadow Thief of Amn (1 Rank)

You have proven your worth to the Shadow Thieves and that have accepted you into their ranks. . Special Effects: This epithet is a requirement for the Shadow Thief of Amn prestige class.

Squire of Neverwinter

You have achieved the lowest rank of Neverwinter's noble class. While most nobles will still snub their noses at you, at least they can no longer refer to you as "peasant."

The Butcher of Ember

The people of Ember have been slaughtered, and the Luskans insist that you are to blame. Though these charges are false, the Luskans have been freely spreading the lie ... and many have begun to believe it.

Warden of the Keep

Crossroad Keep is a paragon of civility and honor thanks to your good example and noble leadership.

Wrongfully Accused

In the matter of the Ember murders, your innocence has been proven beyond a doubt. No longer will your name be feared or reviled ... not for this particular incident, anyway.

Class Abilities

Animal Companion

Prerequisite: Druid level 1, ranger level 4 or cleric with the Animal domain. You may summon (and unsummon) an animal companion. An unsummoned companion can be recalled after a short cooldown time. If an animal companion is killed, it cannot be summoned again until the ranger or druid rests. Use: Selected

Animate Dead

Prerequisite: Pale master level 2. Once per day, you may animate dead as a spell-like ability. Use: Selected

Arcane Trickster Sneak Attack (+1d6 through +5d6)

Prerequisite: Arcane trickster level 2. At every even level the arcane trickster gains an additional +1d6 to their sneak attack damage. This is in addition to the rogue sneak attack dice. Use: Automatic

Arcane Trickster Spellcasting

Bard, Sorcerer, Wizard

Prerequisite: Arcane trickster level 1. When you gain a new arcane trickster level, you gain new spells per day (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class you belonged to before adding the prestige class. You do not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, etc.), except for an increased effective level of spellcasting. This spellcasting class is chosen from any arcane spellcasting classes you have when you first become an arcane trickster, and all arcane trickster levels only improve spells per day progression in that one class. Use: Automatic

Archery Combat Style

Prerequisite: Ranger 2. As your ranger level increases, you gain the following bonus feats: Rapid Shot at 2nd level, Manyshot at 6th level, and Improved Rapid Shot at 11th level. You gain the benefit of these feats even if you do not meet their prerequisites. Use: Automatic

Armored Caster

Prerequisite: Bard or warlock level 1. Bards and warlocks do not suffer a chance of spell failure penalties from wearing light armor as would a sorcerer or wizard. However, they suffer the full arcane spell failure penalties from casting spells or invocations while wearing medium or heavy armor, or while equipped with shields. The Battle Caster feat extends this ability to preclude spell failure chances from medium armor, though heavy armor and shields will still inflict the failure penalty. Use: Automatic

Arrow of Death

Prerequisite: Arcane archer level 10. At

10th level, an arcane archer can enchant an arrow once per day that forces a target, if damaged by the arrow, to make a Fortitude save or be slain. Use: Selected

Aura of Courage

Prerequisite: Paladin level 3 or cleric with the Good domain. You are immune to fear. Additionally, each ally within 10 feet gains a +4 morale bonus on saving throws against fear effects. Use: Automatic

Aura of Despair

Prerequisite: Blackguard level 3. Starting at 3rd level, you radiate a malign aura that causes all enemies within 10' to suffer a -2 penalty on all saving throws. Use: Automatic; this aura is constantly in effect.

Barbarian Fast Movement

Prerequisite: Barbarian level 1 or cleric with the Travel domain. This feat gives you a 10% bonus to movement.

Barbarian Rage, Greater Rage, Mighty Rage

Prerequisite: Barbarian. You may rage, gaining a +4 morale bonus to Strength and Constitution and +2 to all Will saving throws, in exchange for a -2 penalty to Armor Class. Rage lasts for 3 + (Con modifier after rage bonus) rounds. After the rage effect expires, you are exhausted and suffer a -2 Strength, -2 Dexterity and a -10% movement penalty for 5 rounds (at level 17, you get Tireless Rage and no longer deal with this penalty). At 11th level, the rage ability becomes greater rage, giving you +6 to Strength and Constitution and +3 to Will saves (the -2 penalty to Armor Class still applies). At 20th level, the rage ability becomes mighty rage. The Strength and Constitution bonuses increase to +8, and the Will save bonus to +4. The AC penalty remains -2. Use: Selected. Once per day at first level, +1 use per day at level 4, and every 4 levels thereafter.

Bardic Knowledge

Prerequisite: Bard level 1, Harper Scout level 1. You can identify items more easily than others. You get a bonus equal to your bard or harper agent level to any Lore checks. Use: Automatic

Bardic Music

Prerequisite: Bard level 1, Perform 3 ranks. Once per day per bard level, you can use your song or poetics to produce magical effects on those around you (including yourself). Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if you don't have the required number of ranks in at least one Perform skill, you don't gain the bardic music ability until you acquire the needed ranks. Some bard songs are acquired automatically as you level up, but others can only be learned from songbooks you discover while adventuring. Use: Selected

Bone Skin

Prerequisite: Pale master level 1. You gain a +2 natural armor bonus to your AC at 1st level. This bonus increases by a further +2 at 4th level and 8th level. Use: Automatic

Bull's Strength

Prerequisite: Blackguard level 2. Starting at 2nd level, you may cast bull's strength once per day. Use: Selected

Camouflage

Prerequisite: Ranger level 13. At 13th level, you don't suffer reduced movement when using stealth in outdoor areas. Use: Automatic

Canny Defense

Prerequisite: Duelist level 1. When not wearing armor or using a shield, you add your Intelligence bonus or Duelist level (whichever is lower) to your AC. Use: Automatic

Cloud Mind

Prerequisite: Bard level 6, Perform 9 ranks. This is a more potent, single-target version of the Fascinate bard song. The saving throw DC is increased to 14 + 1/2 your level + your Charisma modifier, and enemies being attacked nearby don't break the effect. There is a 5-round cooldown before this ability can be used again. Use: Selected

Contagion

Prerequisite: Blackguard level 7. Starting at 7th level, you may cast contagion once per day. Use: Selected

Countersong

Prerequisite: Bard level 1, Perform 3 ranks. This song places an enchantment on the targeted ally that lasts for 10 rounds or until discharged. Any hostile magic spell that would affect the countersong's target has to make a Spell Resistance check of 10 + levels of bard you possess. Whether the spell is blocked or not, the counter-song is discharged. Use: Selected

Create Undead

Prerequisite: Blackguard level 3. You may summon an undead minion once per day. At 7th level, this ability improves and a more powerful undead being is summoned. The minion remains for 24 hours. Use: Selected

Crippling Strike

Prerequisite: Rogue level 10. You deal an additional 2 points of Strength damage when you make a successful sneak attack. Use: Automatic

Damage Reduction

Reduction 1/-, 2/-, 3/-, 4/-, 5/-

Prerequisite: Barbarian level 7. You shrug off one point of damage from each attack that causes you damage. Use: Automatic

Damage Reduction/Cold Iron

Reduction 1, 2, 3, 4, 5

Prerequisite: Warlock level 3. Fortified by the supernatural power flowing in your body, you become resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, the damage reduction improves by 1. Use: Automatic

Dark Blessing

Prerequisite: Blackguard level 2. You add your Charisma bonus to all saving throws. Use: Automatic

Darkness

Prerequisite: Assassin level 5. Starting at 5th level, you gain the ability to cast darkness. Use: Selected

Death Attack (+106 through +506)

Prerequisite: Assassin. At 1st level, you may use a death attack, which functions similarly to a sneak attack in that if the target is not in combat it succumbs to the death attack. A successful attack forces the target to make a Fortitude save or become paralyzed. Even if it succeeds with the saving throw it still suffers +1d6 points of damage in addition to the normal damage the attack caused. This damage increases to 2d6 at level 3, 3d6 at level 5, 4d6 at level 7, and 5d6 at level 9. Use: Automatic

Deathless Frenzy

Prerequisite: Frenzied berserker level 4. At 4th level, when you're frenzying, you have the equivalent of the 4th level cleric spell death ward in place. You're immune to any death spells, spell-like abilities, and death effects. Use: Automatically triggers when in frenzy.

Deathless Master's Touch

Prerequisite: Pale master level 10. At 10th level your touch becomes deadly, instantly killing unless a DC 17 Fortitude save is made. Use: Selected

Deathless Mastery

Prerequisite: Pale master level 10. At 10th level, you become immune to Critical Hits. Use: Automatic

DEATHLESS VIGOR

Prerequisite: Pale master level 5. You gain a +4 bonus to your Fortitude saves. Use: Automatic

DECEIVE ITEM

Prerequisite: Warlock level 4. At 4th level, you gain a +4 bonus to your Use Magic Device skill as long as at least one skill point has been invested in the skill. Use: Automatic

DEFENSIVE AWARENESS

DEFENSIVE AWARENESS 1

Prerequisite: Dwarven defender level 2. You retain your Dex bonus to AC, even if caught flat-footed or attacked by a hidden or invisible creature. Use: Automatic

DEFENSIVE AWARENESS 2

Prerequisite: Dwarven defender level 5. You can no longer be flanked, since you can react to opponents on opposite sides of you as easily as you can react to a single attack. Use: Automatic

DEFENSIVE AWARENESS 3

Prerequisite: Dwarven defender level 10. You gain an intuitive sense that alerts you to danger from traps, giving you a +1 bonus to Reflex saves made to avoid traps. Use: Automatic

DEFENSIVE ROLL

Prerequisite: Rogue level 10 or shadowdancer level 5. If you're struck by a potentially lethal blow, you make a Reflex saving throw (DC = damage dealt). If succesful, you take only half damage from the blow. Use: Automatic, but limited to one use per day. Flat-footed characters cannot make a defensive roll.

DEFENSIVE STANCE

Prerequisite: Dwarven defender level 1. When you need to, you can become a stalwart bastion of defense. In this defensive stance, you gain phenomenal strength and durability but cannot move from the spot you're defending. You gain the following benefits: +2 Strength, +4 Constitution, +2 resistance bonus on all saves, +4 dodge bonus to AC. At first level, this ability can be used 1/day. Every 2 levels beyond 1, you gain an additional use per day. Use: Selected

DENEIR'S EYE

Prerequisite: Harper agent level 2. You get a +3 saving throw bonus vs. traps. Use: Automatic

DIAMOND BODY

Prerequisite: Monk level 11. You gain immunity to all poisons. Use: Automatic

DIAMOND SOUL

Prerequisite: Monk level 13. You gain spell resistance equal to your class level + 10. Use: Automatic

DIVINE GRACE

Prerequisite: Paladin level 2. You add your Charisma bonus (if positive) to all saving throws. Use: Automatic

DIVINE HEALTH

Prerequisite: Paladin level 3. You have immunity to disease. Use: Automatic

DIVINE WRATH

Prerequisite: Divine champion level 5. You can channel a portion of your deity's power once per day, giving you a +3 bonus on attack rolls, damage, and saving throws for a number of rounds equal to your Charisma bonus. You also gain damage reduction of 5/magic. Use: Selected

DOUBLESPEAK

Prerequisite: Shadow thief level 1. You get a +2 bonus on all Bluff and Diplomacy checks. Use: Automatic

DRAGON ABILITIES

Prerequisite: Red Dragon Disciple. As you gain levels in this prestige class, your ability scores increase: Level 2: Strength +2, Level 4: Strength +2, Level 6: Constitution +2, Level 8: Intelligence +2, Level 10: Strength +4 and Charisma +2. Use: Automatic

DRAGON BREATH

Prerequisite: Red Dragon Disciple level 3. At 3rd level, you gain the ability to breathe a cone of fire once per day, that deals 2d10 points of damage to all creatures within its area. This damage increases to 4d10 at 7th level and 6d10 at 10th level. Targets may make a Reflex save (DC 10 + 1/2 your class level + your Charisma bonus). Use: Selected

DWARVEN DEFENDER DAMAGE REDUCTION

Prerequisite: Dwarven defender level 6. You gain the ability to shrug off 3 points of damage from each blow or attack. At 10th Level the damage reduction increases to 6 points of damage per attack or blow. For each 4 levels after 10, the damage reduction increases by 3 points. Use: Automatic

ELABORATE PARRY

Prerequisite: Duelist level 7. You add your class level to your parry skill. Use: Automatic

ELDRITCH BLAST (106 THROUGH 906)

Prerequisite: Warlock level 1. Eldritch Blast is a ranged touch attack that affects a single target, allowing no saving throw. It is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to eldritch blast. Metamagic feats cannot improve your eldritch blast (because it is a spell-like ability, not a spell). An eldritch blast deals 1d6 points of damage at 1st level and increases in power as you rise in level. It is the equivalent of a spell whose level is equal to one-half your class level (round down), with a minimum spell level of 1st and a maximum of 9th when you reach 18th level or higher. Use: Selected

ELDRITCH KNIGHT SPELLCASTING

BARD, SORCERER, WIZARD

Prerequisite: Eldritch Knight. At each level (except 1st level) you gain new spells per day, plus another effective casting level, as if you progressed in an arcane spellcasting class that you had prior to becoming an eldritch knight. If you have multiple arcane spellcasting classes when becoming an eldritch knight, you must choose which arcane spellcasting class will benefit from all levels of eldritch knight. Use: Automatic

ELDRITCH LORE

Prerequisite: Warlock level 2. You get a +2 competence bonus on Lore and Spellcraft checks. Use: Selected

ELEMENTAL SHAPE, IMPROVED ELEMENTAL SHAPE

1X DAY, 2X DAY, 3X DAY

Prerequisite: Druid level 16. You can take the shape of an elemental (a huge elemental at 16th level, and an elder elemental at 20th level). The ability may be used once per day at level 16, twice per day at level 17, and three times per day at level 19. The transformation has a duration of 1 hour per class level. When choosing the ability, you must choose one of four elemental types (earth, air, fire or water) to become. Use: Selected

EMPTY BODY

Prerequisite: Monk level 19. You get 50% concealment for a number of rounds equal to your class level. This ability may be used twice per day. Use: Selected

ENHANCE ARROW (+1, THROUGH +5)

Prerequisite: Arcane archer level 1. With this feat, every nonmagical arrow you fire gets a +1 enhancement bonus. This bonus only works for you. For every two levels of arcane archer past 1st, the enhancement goes up by +1. Use: Automatic

ENHANCED MOBILITY

Prerequisite: Duelist level 1. When wearing no armor and not using a shield, you gain an additional +4 to AC against attacks of opportunity provoked by movement. Use: Automatic

ENHANCED POWER ATTACK

Prerequisite: Frenzied berserker level 5. At 5th level, you gain a +5 damage bonus (instead of +3) when using the Power Attack feat. When using the Improved Power Attack feat, you gain a +10 damage bonus (instead of +6). Use: Selected

EVASION

Prerequisite: Cleric with the Water domain, monk level 2, rogue level 2, ranger level 9, or shadowdancer level 2. Whenever a Reflex save is allowed for half damage, you instead take no damage if you succeed at the save. Use: Automatic

FAMILIAR ABILITIES

Prerequisite: Wizard or Sorcerer level 1.

FAMILIAR BLUFF ABILITY

While the Spider Familiar is summoned, you gain a +3 to Bluff checks. Use: Automatic with Familiar

FAMILIAR DIPLOMACY ABILITY

While the Pig Familiar is summoned, you gain a +3 to Diplomacy checks. Use: Automatic with Familiar

FAMILIAR FORTITUDE ABILITY

While the Rat Familiar is summoned, you gain a +2 bonus to Fortitude Saves. Use: Automatic with Familiar

FAMILIAR HEARING ABILITY

While the Bat Familiar is summoned, you gain a +3 to Listen checks. Use: Automatic with Familiar

FAMILIAR HITPOINTS ABILITY

While the Beetle Familiar is summoned, you gain +1 Hit Point per level. Use: Automatic with Familiar

FAMILIAR LUCK ABILITY

While the Rabbit Familiar is summoned, you gain a +1 bonus to all Saves. Use: Automatic with Familiar

FAMILIAR REFLEX ABILITY

While the Weasel Familiar is summoned, you gain a +2 bonus to Reflex Saves. Use: Automatic with Familiar

FAMILIAR STEALTH ABILITY

While the Cat Familiar is summoned, you gain a +2 to Move Silently and Hide checks. Use: Automatic with Familiar

FASCINATE

Prerequisite: Bard level 1, Perform 3 ranks. Every hostile creature within 90 feet must make a Will save (against a DC of 11 + 1/2 your level + your Charisma modifier). This is an enchantment (compulsion) mind-affecting ability. If the target fails this save, then it is dazed for as long as the song is playing and you're within 90 feet of it. If a dazed creature is attacked, or is within 10 feet of a creature being attacked, the effect ends for that creature, though anyone who fails its saving throw will be dazed for at least one round. There is a cooldown of 10 rounds before this ability can be used again. Fascinate affects up to one enemy per your level. Use: Selected

FAVORED ENEMY

ABERRATIONS, BEASTS, CONSTRUCTS, DRAGONS, DWARVES, ELEMENTALS, ELVES, FEY, GIANTS, GNOMES, GOBLINOIDS, HALF-ELVES, HALFLINGS, HALF-ORCS, HUMANS, MAGICAL BEASTS, MONSTROUS HUMANOIDS, ORCS, OUTSIDERS, REPTILIAN HUMANOIDS, SHAPECHANGERS, UNDEAD, VERMIN

Prerequisite: Ranger level 1. Required for: Improved Favored Enemy of the same creature type. You gain a +1 bonus to damage rolls against your favored enemy. You also receive a +1 bonus on Listen, Spot and Taunt checks against the favored enemy. Every 5 levels, you may choose an additional Favored Enemy and all bonuses against all favored enemies increase by +1. Use: Automatic

FEAR AURA

Prerequisite: Warpriest level 3. You can create an aura of fear that affects all enemies within 20' once per day. Foes must make a Will save (DC 10 + your level + Charisma modifier) or be affected by the fear spell. Use: Selected

FIENDISH RESILIENCE 1, 2, 5

Prerequisite: Warlock level 8. Once per day, you can enter a state that lasts for 2 minutes. While in this state, you gain fast healing 1. At 13th level, you gain fast healing 2 instead. At 18th level, you improve to fast healing 5. Use: Selected

FIENDISH SERVANT

Prerequisite: Blackguard level 5. You may summon a fiendish dire rat to serve you. At 9th level, this ability improves and the fiendish dire rat becomes more powerful. The fiendish servant remains for 24 hours. Use: Selected

FLOURISH

Prerequisite: Duelist level 6. Periodically in combat, you can prepare a special attack. If this Flourish attack connects with an opponent, it does an additional 2d6 piercing damage. This ability modifies your next attack; it does not add an additional attack. This ability has a cooldown of 30 seconds. Use: Selected.

FLURRY OF BLOWS

Prerequisite: Monk level 1. You receive an extra attack per round when fighting with unarmed attacks or a kama. However, all attacks in that round suffer a -2 attack penalty. Use: Automatic when fighting unarmed or with kama

FRANTIC REACTIONS

Prerequisite: Neverwinter Nine level 3. You can rush across the battlefield and defeat enemies plaguing your allies. This translates to a +10% increase in movement speed, +2 bonus to AC against attacks of opportunity provoked by movement and +2d6 sneak attack damage. Use: Automatic

FRENZY (1 THROUGH 10)

Prerequisite: Frenzied berserker level 1. Frenzy works like a modified version of the barbarian's rage ability. It adds a +6 bonus to Strength (no Constitution bonus), imposes a -4 penalty to AC, and gives you a single extra attack at your highest Base Attack Bonus (this does not stack with Haste or other effects that add an additional attack). Each round of the frenzy, you take 12 points of damage. The effects last 3 + Constitution modifier rounds, after which you're fatigued for 5 rounds, suffering -2 Strength, -2 Dexterity, and -10% movement penalties. Initially, this ability can be used once per day. At 3rd level and every odd level after that, you gain an additional use per day. Special: Bonuses from Frenzy and Barbarian Rage do not stack, though penalties do. If both abilities are used, only the highest modifiers are applied and all penalties are applied. Use: Selected

FURIOUS ASSAULT

Prerequisite: Neverwinter Nine level 5. Once per day, you can concentrate for a round and focus your strength, making all of your melee attacks for the next three rounds inflict maximum damage. However, at the end of each of these three rounds, you take 10 points of damage from the incredible strain. Use: Selected

GHOSTLY VISAGE

Prerequisite: Assassin level 2. You gain the ability to cast ghostly visage. Use: Selected

GRACE

Prerequisite: Duelist level 4. You gain an additional +2 competence bonus to all Reflex saves. Use: Automatic

GREATER FLURRY

Prerequisite: Monk level 11. You receive a second extra attack per round when using Flurry of Blows and fighting with unarmed attacks or a kama. Use: Automatic when conditions are met

GREATER FRENZY

Prerequisite: Frenzied berserker level 8. At 8th level, the frenzied berserker gets a +10 Strength bonus when using the Frenzy ability instead of +6. Use: Automatic

GREATER RAGE: SEE BARBARIAN RAGE

GREATER TWO-WEAPON FIGHTING

Prerequisite: Dex 19, Two Weapon Fighting, Improved Two Weapon Fighting, base attack bonus +11. This feat grants a third attack with your off-hand weapon with a -10 attack penalty. Rangers who select the Two-Weapon Fighting Combat Style receive this feat at 11th level, even if they do not meet the prerequisites. Use: Automatic

GUARDING THE LORD

Prerequisite: Neverwinter Nine level 3. Three times a day, you can protect one selected ally within 30 feet. This protection acts as the shield other spell cast at your character level. The only difference with the spell is that the target only takes 30% damage (instead of 50%), and you take half the initial damage rounded down (instead of the remaining). Use: Selected

HAIL OF ARROWS

Prerequisite: Arcane archer level 8. In lieu of a regular attack, once per day you can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level you have. Use: Selected

HARPER SPELLCASTING

BARD, CLERIC, DRUID, PALADIN, RANGER, SORCERER, WIZARD

Prerequisite: Harper agent. When you gain an even-numbered level, you gain new spells per day (and spells known, if applicable) as if you had also gained a level in a spellcasting class you belonged to before adding the prestige class. You don't, however, gain any other benefit a character of that class would have gained (hit points, bonus feats, etc.), except for an increased level of effective spellcasting level. This spellcasting class is chosen from any spellcasting classes you have when you first become a Harper agent, and all Harper agent levels only improve spells per day progression in that one class. Use: Automatic

HAVEN SONG

Prerequisite: Bard level 3, Perform 6 ranks. This song renders all enemies who fail a Will save (DC 11 + 1/2 your level + your Charisma modifier) to be unable to attack you for 10 rounds, or until you take hostile action against them or their allies (for example, attacking or casting a harmful spell). The Fascinate and Cloud Mind songs do not count as hostile actions. Use: Selected

HIDE IN PLAIN SIGHT

Prerequisite: Shadowdancer level 1. You can use the Hide skill even while being observed. This ability will not always be successful in the frenzy of combat – but disengaging from the enemy, *then* attempting to hide in plain sight will succeed. Use: Automatic

HIDE IN PLAIN SIGHT (OUTDOORS)

Prerequisite: Ranger level 17. When in an outdoor setting, you can use the Hide skill even while being observed. This ability will not always be successful in the frenzy of combat – but disengaging from the enemy, *then* attempting to hide in plain sight will succeed. Use: Automatic

HIT DIE INCREASE (D6, D8, D10)

Prerequisite: Red Dragon Disciple. As you gain levels in this prestige class, your base hit die type changes. This change is not retroactive. Level 1: d6. Level 4: d8. Level 6: d10. Use: Automatic

IMBUE ARROW

Prerequisite: Arcane archer level 2. You gain the ability to summon a magical arrow and fire it at an enemy. If it hits, it explodes as a fireball spell, doing fire damage to everyone in the area of effect. This ability can be used three times per day. Use: Selected

IMMUNITY TO FIRE

Prerequisite: Red Dragon Disciple level 10. You gain immunity to fire. Use: Automatic

IMMUNITY TO PARALYSIS

Prerequisite: Duergar or Red Dragon Disciple level 10. This feat grants immunity to paralysis. Use: Automatic

IMPLACABLE FOE

Prerequisite: Warpriest level 10. You can bestow all allies within 30' (though not yourself) an extra +20 hit points once per day. This ability halves your movement for 10 rounds. After ten rounds, all recipients lose 20 hit points. Use: Selected

IMPROMPTU SNEAK ATTACK 1, 2

Prerequisite: Arcane trickster level 3. Once per day, you can use this ability to deny your targeted opponent its Dex mod in the next round; it also allows you to sneak attack that opponent (unless the creature is immune to sneak attacks). At 7th level, you can use this ability twice per day. Use: Selected

IMPROVED DEFENSE 1, 2, 3, 4

Prerequisite: Dwarven defender 1. You gain a +1 dodge bonus to AC. Every third level the bonus increases: Level 4: +2, Level 7: +3, Level 10: +4. Use: Automatic

IMPROVED ELEMENTAL SHAPE: SEE ELEMENTAL SHAPE

IMPROVED EVASION

Prerequisite: Monk level 9, rogue level 10 or shadowdancer level 10. Whenever a Reflex save is allowed for half damage, instead you take no damage if you succeed at the save. Even if you fail the save, you take only half damage. Use: Automatic

IMPROVED FAVORED ENEMY

ABERRATIONS, BEASTS, CONSTRUCTS, DRAGONS, DWARVES, ELEMENTALS, ELVES, FEY, GIANTS, GNOMES, GOBLINOIDS, HALF-ELVES, HALFLINGS, HALF-ORCS, HUMANS, MAGICAL BEASTS, MONSTROUS, ORCS, OUTSIDERS, REPTILIANS, SHAPECHANGERS, UNDEAD, VERMIN

Prerequisite: Favored enemy ability, base attack bonus +5. You deal an extra +3 damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class. Use: Automatic

IMPROVED INVISIBILITY

Prerequisite: Assassin level 9. You can cast improved invisibility. Use: Selected

IMPROVED RAPID SHOT

Prerequisite: Manyshot, Point Blank Shot, Rapid Shot. When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls. Rangers who select the Archery Combat Style receive this feat at 11th level, even if they do not meet the prerequisites. Use: Automatic

IMPROVED REACTION

Prerequisite: Duelist level 2. At 2nd level, you can improve your reaction time and speed by triggering the equivalent of a haste spell cast by a caster of your class level. Every two levels after that, you gain an additional use of this ability per day. Use: Selected

IMPROVED TWO-WEAPON FIGHTING

Prerequisite: Dex 17, Two-Weapon Fighting, base attack bonus +6 or higher. You get a second off-hand attack (at a penalty of -5 to your attack roll). Rangers who select the Two-Weapon Fighting Combat Style receive this feat at 6th level, even if they do not meet the prerequisites. Use: Automatic

IMPROVED UNCANNY DODGE

Prerequisite: Rogue level 8, assassin level 5, dwarven defender level 6, shadow thief level 5 or shadowdancer level 5. You cannot be the victim of a sneak attack unless the attacker performing the sneak attack has at least 4 more levels in classes that give sneak

attack bonuses (such as rogue or assassin) than you have character levels. Use: Automatic

Increased Multiplier

Prerequisite: Weapon of Choice, weapon master level 5. With your weapon of choice, the multiplier is increased by 1 to all critical hits. Thus a x2 critical multiplier becomes a x3. Use: Automatic

Indomitable Will

Prerequisite: Barbarian level 14. While in a rage, you gain a +4 bonus on Will saves to resist mind-affecting spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage. Use: This bonus automatically takes effect when you use rage.

Inflame

Prerequisite: Warpriest level 2. You can use this ability to grant yourself and all allies within 40' a bonus to saving throws vs. fear and mind effects for five rounds once per day. This bonus is +2 at level 2 and becomes +4 at level 4, +6 at level 6 and +8 at level 10. Use: Selected

Inflict Critical Wounds

Prerequisite: Blackguard level 8. You may cast inflict critical wounds. Use: Selected

Inflict Serious Wounds

Prerequisite: Blackguard level 6. You may cast inflict serious wounds. Use: Selected

Inspiration

Prerequisite: Bard. Unlike bardic music, bardic inspirations are always active and do not have a limited number of uses; however, you may only use one inspiration at any given time. There are seven types of inspirations, all of which inspire you and your allies.

Inspire Courage

Prerequisite: Bard level 1, Perform 3 ranks. Hit and damage bonus. 1st level: +1, 8th level: +2, 14th level: +3, 20th level: +4. Use: Selected

Inspire Competence

Prerequisite: Bard level 2, Perform 3 ranks. Skill bonus. 2nd level: +2, 11th level: +4, 19th level: +6. Use: Selected

Inspire Defense

Prerequisite: Bard level 5, Perform 3 ranks. Dodge AC bonus. 5th level: +2, 10th level: +3, 15th level: +4, 20th level: +5. Use: Selected

Inspire Regeneration

Prerequisite: Bard level 7, Perform 3 ranks. Heals hit points every two rounds. 7th level: 1 HP, 12th level: 2 HP, 17th level: 3 HP. Use: Selected

Inspire Toughness

Prerequisite: Bard level 8, Perform 3 ranks. Bonus to saving throws. 8th level: +1, 13th level: +2, 18th level: +3. Use: Selected

Inspire Slowing

Prerequisite: Bard level 11, Perform 3 ranks. All enemies that come within 20 feet of you have to make a Will save (DC 13 + 1/2 Bard level + CHA modifier), or they will be slowed down. 11th level: 15% slow, 16th level: 30% slow. There are no further penalties besides movement, unlike the slow spell. Use: Selected

Inspire Jarring

Prerequisite: Bard level 14, Perform 3 ranks. All enemies within 20' of you suffer a -4 penalty to all Concentration checks and -2 to all Will saves. Use: Selected

Inspire Frenzy 1, 2, 3

Prerequisite: Frenzied berserker level 6. You can inspire Frenzy in all allies. This ability has no effect on you, only your allies. The Frenzy effect adds a +6 bonus to Strength (no Constitution bonus), imposes a -4 penalty to AC, and gives your allies a single extra attack at their highest Base Attack Bonus (this does not stack with Haste or other effects that add an additional attack). Each round of the frenzy, your allies each take 12 points of damage. The effects last 2 rounds, after which your allies are fatigued for 2 rounds, suffering -2 Strength, -2 Dexterity, and -10% movement penalties. You can use this ability once per day at 6th level, twice at 8th level, and three times at 10th level. Bonuses from Inspire Frenzy and Barbarian Rage do not stack, though penalties do. If both abilities are used, only the highest modifiers are applied and all penalties take effect. Use: Selected

Invisibility

Prerequisite: Assassin level 7. You can cast invisibility. Use: Selected

Invisibility

Prerequisite: Harper Scout level 5. You can cast the spell Invisibility once per day. Use: Selected

Ironskin Chant

Prerequisite: Bard level 9, Perform 12 ranks. This song grants you and your party damage reduction 5/- for four rounds. Use: Selected

Ki Critical

Prerequisite: Weapon of Choice, weapon master level 7. You gain an additional +2 to the threat range of your weapon of choice. Use: Automatic

Ki Damage

Prerequisite: Weapon of Choice, weapon master level 1. Once per day per level, you may use this feat to inflict maximum damage on your opponent. Use: Selected

Ki Strike

Magic, Lawful, Adamantine

Prerequisite: Monk level 4. Your unarmed attack counts as a magic weapon against creatures with damage reduction. At 10th level, your unarmed attacks are also treated as lawful weapons, and at 16th level they count as adamantine weapons as well. Use: Automatic

Lay on Hands

Prerequisite: Paladin level 2, divine champion level 1. You can heal damage equal to your class level multiplied by your Charisma modifier. When used against undead creatures, it is treated as a touch attack spell that delivers damage instead of healing. Use: Selected

Legionnaire's March

Prerequisite: Bard level 18, Perform 21 ranks. This song rallies all allies within 60 feet. The game determines the highest base attack bonus of all allies in the area of effect, and all affected characters now use this as their new base attack. All affected characters get a +4 competence bonus to damage rolls, as well. This ability lasts for 10 rounds. There is a cooldown of 5 minutes (game time) before this ability can be used again. Use: Selected

Lliira's Heart

Prerequisite: Harper agent level 2. You receive a +2 saving throw bonus against mind-affecting spells. Use: Automatic

Lurue's Voice

Prerequisite: Harper agent level 4. You can cast dominate animal as per the spell, three times a day. Use: Selected

Manyshot

Prerequisite: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6. The first shot you fire in a round, you notch two arrows instead of one. Both arrows use the same attack roll, but the attack roll is made at a -4 penalty. If the attack roll hits, the target takes damage from both arrows (extra damage, as from sneak attack and/or critical hits, are only applied to one of the arrows). When your base attack bonus reaches +11, the first and second attacks you make in the round fire two arrows, and the attack roll penalty increases to -6. When your base attack bonus reaches +16, the first three attacks

you make in the round fire two arrows, and the attack roll penalty increases to -8. Rangers who select the Archery Combat Style receive this feat at 6th level, even if they do not meet the prerequisites. Use: Selected

MIGHTY RAGE: SEE BARBARIAN RAGE

MONK AC BONUS

Prerequisite: Monk level 1. You add your Wisdom modifier to your Armor Class. You gain an additional +1 AC bonus every five levels. Use: Automatic

MONK SPEED

Prerequisite: Monk level 3. You move more quickly than other classes, and this ability improves with experience. Use: Automatic

MONSTER UNCANNY REFLEX

The monster cannot be caught flat footed for any reason.

MULTIATTACH

Prerequisite: Animal Companion. You gain the Multiattack ability at 9th level. If you have 3 or more natural attacks a round, each of the secondary attacks will be at -2 instead of -5. If you have fewer than 3 attacks per round, you automatically gain an extra attack per round. Use: Automatic

MYSTRA'S BOON

Prerequisite: Harper agent level 5. You receive a +2 sacred bonus on all spell saving throws. Use: Automatic

NATURAL ARMOR INCREASE

Prerequisite: Red Dragon Disciple. You become more draconic in appearance. Your skin develops tiny iridescent scales, nearly invisible. This provides increased natural armor bonuses to your base Armor Class (+1 at 1st, +2 at 4th, +3 at 7th and +4 at 10th level). Use: Automatic

NATURE SENSE

Prerequisite: Druid level 1. You gain a +2 bonus to Survival in all environments and a +2 bonus to Search and Spot while in wilderness areas. Use: Automatic

OPPORTUNIST

Prerequisite: Rogue level 10. You gain a +4 competence bonus to attack rolls when making attacks of opportunity. Use: Automatic

PALE MASTER SPELLCASTING

BARD, SORCERER, WIZARD

Prerequisite: Pale Master. When you gain an odd-numbered level, you gain new spells per day as if you had also gained a level in an arcane spellcasting class you belonged to before adding the prestige class. You don't, however, gain any other benefit a character of that class would have gained except for an increased level of effective spellcasting level. This spellcasting class is chosen from any arcane spellcasting classes that give you access to 3rd-level spells when you first become a pale master, and all pale master levels only improve spells per day progression in that one class. Use: Automatic

PERFECT SELF

Prerequisite: Monk level 20. The monk gains immunity to all mind-affecting spells and effects, and damage reduction 10/magic. Use: Automatic

PILFER MAGIC 1, 2, 3

Prerequisite: Arcane trickster level 1. At 1st level, once per day, you can dispel a magical effect on a target and receive statistical bonuses from it. The ability is a touch attack "lesser" dispel that affects the most powerful effect currently on the target. If successful, the effect vanishes from the target and you receive +2 bonus to attack rolls and all saving throws for the next ten rounds. You can use this ability twice per day at 5th level and three times per day at 9th level. Use: Selected

POISON SAVE I, II, III, IV, V

Prerequisite: Assassin. Starting at 2nd level, you gain a natural saving throw bonus to all poisons of +1 for every two levels. Use: Automatic

PRECISE STRIKE

Prerequisite: Duelist level 5. You gain the ability to strike precisely with a light or one-handed piercing weapon, gaining 1d6 piercing damage. This only works against enemies vulnerable to critical hits. Precise Strike is automatically in effect, but only when you have no off-hand weapon or shield. At 10th level, the damage increases to 2d6. Use: Automatic

PROTECTIVE AURA

Prerequisite: Neverwinter Nine level 1. You gain an aura that grants +2 to all saving throws and +1 deflection bonus to armor class for all allies within 10 feet. This bonus does not apply to you, only to your allies). At 4th level, this bonus increases to +3 saving throws, +2 deflection bonus, and the protection extends to allies within 15 feet. Use: Automatic; this aura is always in effect and automatically improves at 4th level.

PURITY OF BODY

Prerequisite: Monk level 5. You are immune to all diseases. Use: Automatic

QUIVERING PALM

Prerequisite: Monk level 15. You may use this ability once per day to instantly kill an opponent. If you make a successful attack after activating the ability, the target must make a Fortitude save (DC 10 + half your level + your Wisdom modifier) or die. Quivering Palm may only be used on creatures at a lower level than you. Creatures of the construct and undead types are immune to this effect, as are any creatures that are immune to critical hits. Use: Selected

RAPID SHOT

Prerequisite: Dex 13+, Point Blank Shot. You gain an extra attack per round with a ranged weapon (excluding crossbows). When a Rapid Shot is attempted, the extra attack is made at your highest base attack bonus, but all attacks within the round suffer a -2 penalty. Rangers who select the Archery Combat Style receive this feat at 2nd level, even if they do not meet the prerequisites. Use: Selected

REMOVE DISEASE (X5)

Prerequisite: Paladin level 6. You may remove disease once per day. At 9th level, and every 3 levels thereafter, you can remove disease one additional time per day. Use: Selected

RESIST ENERGY, IMPROVED RESIST ENERGY

ACID, COLD, ELECTRICAL, FIRE, SONIC

Prerequisite: Warlock level 10. You gain resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic (first 5 points of damage of this type of energy is ignored). At level 20, the resistances previously selected increase to 10 (first 10 points of damage of this type of energy is ignored). Use: Automatic

RESIST NATURE'S LURE

Prerequisite: Druid level 4. You gain a +2 insight bonus on saving throws against fear spells and effects. Use: Automatic

SACRED DEFENSE

Prerequisite: Divine Champion level 2. You get a +1 bonus to all saving throws for every 2 levels of Divine Champion. Use: Automatic

SEEKER ARROW I, II

Prerequisite: Arcane archer level 4. You gain the ability to launch an arrow once per day that cannot miss its target. At 6th level this ability can be used twice per day. This arrow is magically created at the moment you use this ability. Use: Selected

SHADOW DAZE

Prerequisite: Shadowdancer 3. Once per day, you may inflict an illusory

daze upon a target. This daze lasts for 5 rounds. Use: Selected

SHADOW EVADE

Prerequisite: Shadowdancer level 4. Three times per day, you can call upon the shadows in the area to help conceal you. You gain a 5% concealment bonus, damage reduction of 5/magic and a +1 dodge AC. This improves to 10% concealment, 5/alchemical silver damage reduction, and +2 dodge AC bonus at level 6. At 8th level it becomes 15% concealment, 10/alchemical silver damage reduction and +3 dodge AC. At 10th level, Shadow Evade grants 20% concealment, 10/adamantine damage reduction and a +4 dodge AC bonus. The effects last for 3 rounds, regardless of level. Use: Selected

SHADOW THIEF OF AMN REPUTATION

Prerequisite: Shadow thief level 3. You get a 10% discount from all merchants and an additional +2 bonus on all Bluff, Intimidate, and Diplomacy checks because of your reputation. Use: Automatic

SHADOW THIEF OF AMN SNEAK ATTACK 1, 2, 3

Prerequisite: Shadow thief level 1. You get the sneak attack ability at +1d6 damage. This is the same as the rogue ability of the same name, and its effects stack with that ability. This ability increases by +1d6 at 3rd and 5th level. Use: Automatic

SKILL MASTERY

Prerequisite: Rogue level 10. When using the Disable Trap, Open Lock, and Set Trap skills, you cannot roll less than 5 on any skill checks, even if in combat. Use: Automatic

SLIPPERY MIND

Prerequisite: Rogue level 10 or shadowdancer level 7. If you fail your Will save versus mind-affecting spells, you get an automatic reroll. Use: Automatic

SMITE EVIL 1, 2, 3, 4, 5

Prerequisite: Paladin level 1. You can make a special attack against evil creatures. You apply your Charisma modifier to your attack roll, and your class level to the damage delivered. Smite Evil may be used once per day at 1st level. At 5th level and every five levels after that, you gain an additional use per day. Use: Selected

SMITE GOOD

Prerequisite: Blackguard level 2. Once a day, you may attempt to smite a good-aligned enemy with one normal melee attack. You add your Charisma bonus to the attack roll and add 1 extra point of damage per class level. Use: Selected

SMITE INFIDEL

Prerequisite: Divine Champion level 3 or cleric with the Destruction domain. You can make a special attack against creatures of differing Good/Evil alignments. You apply your Charisma modifier to your attack roll, and your class level to the damage delivered. Smite Infidel may be used once per day. Use: Selected

SNEAK ATTACK (+1D6 THROUGH +10D6)

Prerequisite: Rogue level 1. Whenever you make a successful attack against an opponent who is flat-footed, cannot see you, or who is in combat with someone else, your blow delivers extra damage. This extra damage is +1d6 at 1st level and an additional +1d6 every two levels thereafter. This extra damage is not multiplied in the case of a critical hit. Monsters of the construct and undead types are immune to sneak attacks, as are any creatures that are immune to critical hits. Use: Automatic

SNEAK ATTACK, BLACKGUARD (+1D6, +2D6, +3D6)

Prerequisite: Blackguard level 4. Whenever you make a successful attack against an opponent who is flat-footed, cannot see you, or who is in combat with someone else, your blow delivers extra damage. This extra damage is +1d6 at 4th level and an additional +1d6 every three levels thereafter. This extra damage is not multiplied in the case of a critical hit. Monsters of the construct and undead types are immune to sneak attacks, as are any creatures that are immune to critical hits. Use: Automatic

SONG OF FREEDOM

Prerequisite: Bard level 12, Perform 15 ranks. This song targets an ally within 25 feet and disrupts enchantments on the target and all its allies within 20 feet of the target. Any curse or effect from the enchantment or transmutation schools on the targets will be dispelled if you make a successful caster level check against the spell (DC 11 + effect's caster level). Use: Selected

SONG OF HEROISM

Prerequisite: Bard level 15, Perform 18 ranks. This song rallies either you or a single targeted ally. For 5 rounds, the rallied character gains +4 dodge bonus to AC and +4 morale bonus to saving throws. Additionally the rallied character gains +4 temporary hit points per level. There is a cooldown of 20 rounds before this ability can be used again. Use: Selected

SPONTANEOUS CONVERSION

Prerequisite: Cleric or Druid level 1. You may used stored spell energy to spontaneously cast a spell of equal level. Good and neutral clerics may spontaneously cast healing spells, evil clerics may spontaneously cast harming spells, and druids may spontaneously cast summoning spells. For example, a chaotic good cleric could use up a casting of the 1st level spell detect undead to cast cure light wounds, a 1st level healing spell. Use the F key to access the Quick Cast menu and select the Spontaneous Conversion button in the upper-right corner of the menu. Select which spell you wish to convert into a healing, harming, or summoning spell (as applicable to you). Use: Selected

STILL MIND

Prerequisite: Monk level 3. You gain a +2 competence bonus on saving throws against mind-affecting spells. Use: Automatic

SUMMON FAMILIAR

Prerequisite: Wizard or sorcerer level 1. You may summon a familiar once per day. If the familiar dies, you suffer 1d6 damage, but may summon the familiar again on the following day. Use: Selected

SUMMON GREATER UNDEAD

Prerequisite: Pale Master level 9. You may summon a greater undead once per day as a spell-like ability. The creature remains for 1 hour per pale master level, or until destroyed. Your level determines the type of undead summoned: Level 9: Vampire. Level 10: Elite Vampire. Use: Selected

SUMMON SHADOW

Prerequisite: Shadowdancer level 3. Once per day, you can summon in a shadow. This shadow is extremely difficult to turn and becomes more powerful as you gain levels. The shadow remains for 24 hours. Use: Selected

SUMMON UNDEAD

Prerequisite: Pale Master level 4. You can summon an undead creature twice per day as a spell-like ability. The creature remains for 1 hour per pale master level, or until destroyed. Your level determines the type of undead that is summoned: Level 4: Ghoul. Level 5-6: Ghast. Level 7-8: Mummy. Level 9-10: Mummy Lord. Use: Selected

SUPREME CLEAVE

Prerequisite: Frenzied berserker level 2. If the you trigger a Cleave, you gain two additional attacks against a nearby foe instead of one. Use: Automatic

SUPREME POWER ATTACK

Prerequisite: Frenzied berserker level 10. You gain a +6 damage bonus (instead of +3) when using the Power Attack feat. When using the Improved

Power Attack feat, you gain a +12 damage bonus (instead of +6). Use: Automatic

SWIFT AND SILENT

Prerequisite: Stealthy. In Stealth Mode, you move at 75% speed instead of 50% speed. Use: Automatic

SWIFT TRACKER

Prerequisite: Ranger level 8. You are always tracking and don't suffer a movement penalty for doing so. Use: Automatic

TIRELESS RAGE

Prerequisite: Barbarian level 17. You are no longer fatigued after your rage effects expire and can ignore the -2 penalty to Strength and Dexterity. Use: Automatic

TOUGH AS BONE

Prerequisite: Pale Master level 7. You are immune to stun, hold and paralyzation. Use: Automatic

TRACKLESS STEP

Prerequisite: Ranger level 1 or druid level 3. You gain a +4 competence bonus to Hide and Move Silently checks when in wilderness areas. Use: Automatic

TRAP SENSE (+1 THROUGH +6)

Prerequisite: Barbarian level 3, rogue level 3, or dwarven defender level 4. You gain a +1 bonus on Reflex saves made to avoid traps. For barbarians and rogues, this ability rises by +1 at 6th level and every 3 levels after that. For dwarven defenders, this ability rises to +2 at 8th level. Use: Automatic

TRAPFINDING

Prerequisite: Rogue level 1. Rogues are the only character class that can use the Disable Device skill to overcome traps with a DC of 20 or more. Characters without any levels in the rogue class will fail their Disable Device checks against these traps, regardless of how skilled they are. Use: Automatic

TURN UNDEAD

Prerequisite: Cleric level 1, paladin level 4 or blackguard level 3. Required for: Divine Might and Divine Shield. You can force undead to cower in terror or destroy them outright. This ability may be activated three times per day, plus your Charisma modifier. Paladins are treated as clerics of three levels lower than their actual paladin level for purposes of turning undead, while blackguards are treated as clerics of two levels lower than their actual blackguard level. Use: Selected

TWO-WEAPON FIGHTING

Prerequisite: Dex 15+. Required For: Improved Two-Weapon Fighting. You reduce the penalties suffered when fighting with two weapons. The normal penalty of -6 to the primary hand and -10 to the off-hand becomes -4 for the primary hand and -4 for the off-hand. Best results are achieved if the off-hand weapon is light, further reducing the penalty for both the primary and off-hand by 2 (to -2/-2). Rangers who select the Two-Weapon Fighting Combat Style receive this feat at 2nd level, even if they do not meet the prerequisite. Use: Automatic

TWO-WEAPON FIGHTING COMBAT STYLE

Prerequisite: Ranger 2. As your ranger level increases, you gain the following bonus feats: Two-Weapon Fighting at 2nd level, Improved Two-Weapon Fighting at 6th level, and Greater Two-Weapon Fighting at 11th level. You gain the benefit of these feats even if you do not meet their prerequisites. Use: Automatic

TYMORA'S SMILE

Prerequisite: Harper agent level 3. Once per day, you or a target receives a +2 saving throw bonus on all saving throws for 5 turns. Use: Selected

UNARMED STRIKE

Prerequisite: Monk level 1. You deal more damage with your unarmed attacks than other classes do. This damage increases as you progress in levels of the class. Use: Combat.

UNCANNY DODGE

UNCANNY DODGE I

Prerequisite: Barbarian level 2, cleric with the Air domain, rogue level 4, assassin level 2, dwarven defender level 2, shadowdancer level 2, or shadow thief of Amn level 2. You retain your Dex bonus to AC, even if caught flat-footed or attacked by a hidden or invisible creature. Use: Automatic

UNCANNY DODGE II

Prerequisite: Barbarian level 5, rogue level 6, shadowdancer level 5 or assassin level 5. This feat grants a +1 bonus on Reflex saving throws made to avoid traps. Use: Automatic

UNCANNY DODGE III

Prerequisite: Barbarian level 10, rogue level 11, shadowdancer level 10 or assassin level 10. This feat grants a +2 bonus on Reflex saving throws made to avoid traps. Use: Automatic

UNCANNY DODGE IV

Prerequisite: Barbarian level 13 or rogue level 14. This feat grants a +3 bonus on Reflex saving throws made to avoid traps. Use: Automatic

UNCANNY DODGE V

Prerequisite: Barbarian level 16 or rogue level 17. This feat grants a +4 bonus on Reflex saving throws made to avoid traps. Use: Automatic

UNCANNY DODGE VI

Prerequisite: Barbarian level 19 or rogue level 20. This feat grants a +5 or more bonus on Reflex saving throws made to avoid traps. Epic Progression: The uncanny dodge bonus improves by +1 every three levels. Use: Automatic

UNDEAD GRAFT I, II

Prerequisite: Pale Master level 6. Two times per day, you may use your undead arm to paralyze foes. At level 8 this may be used three times per day. Use: Selected

VENOM IMMUNITY

Prerequisite: Druid level 9. You are immune to all poisons. Use: Automatic

WAR GLORY

Prerequisite: Warpriest level 1. All allies within 10' of you have +1 to hit, though you yourself do not gain this bonus. All enemies within the same range suffer a -1 morale penalty to saving throws and this penalty cannot be resisted in any way (though leaving the radius instantly cancels the effect). Use: Automatic; this aura is always in effect.

WARPRIEST SPELL (BATTLETIDE)

Prerequisite: Warpriest level 6. You may cast battletide once per day as a spell-like ability. Your class level is used to determine the caster level of this spell. Use: Selected

WARPRIEST SPELL (HASTE)

Prerequisite: Warpriest level 7. You may cast haste three times per day as a spell-like ability. Your class level is used to determine the caster level of this spell. Use: Selected

WARPRIEST SPELL (MASS CURE LIGHT WOUNDS)

Prerequisite: Warpriest level 3. You may cast mass cure light wounds once per day as a spell-like ability. Your class level is used to determine the caster level of this spell. Use: Selected

WARPRIEST SPELL (MASS HEAL)

Prerequisite: Warpriest level 9. You may cast mass heal once per day as a spell-like ability. Your class level is used to determine the caster level of this spell. Use: Selected

WARPRIEST SPELL (REMOVE FEAR)

Prerequisite: Warpriest level 1. You may cast the remove fear spell once per day per level of warpriest. Use: Selected

WARPRIEST SPELLCASTING

CLERIC, DRUID, PALADIN, RANGER

Prerequisite: Warpriest. At each even-numbered level, you gain new spells per day and an added level of effective spellcasting in whatever divine spellcasting class gave you access to 4th-level divine spells when becoming a warpriest. If you have multiple classes that give you access to 4th-level divine spells, you must choose which spellcasting class will benefit from warpriest levels when first selecting this prestige class. Use: Automatic

WHOLENESS OF BODY

Prerequisite: Monk level 7. You can heal damage equal to twice your class level, once per day. Use: Selected

WILD SHAPE (1X THROUGH 6X)

Prerequisite: Druid. You can take the shape of an animal at will. It may be used once per day at fifth level, twice per day at sixth level, three times per day at seventh level, four times per day at 10th level, five times per day at 14th level, and six times per day at 18th level. The transformation has a duration of 1 hour per class level. Available shapes include bear, wolf, boar and badger. At 12th level, you may assume the dire form of any of these animals. Use: Selected

WOODLAND STRIDE

Prerequisite: Druid level 2, cleric with the Plant domain, or ranger level 7. The character is capable of moving through wilderness terrain at an increased rate. In any outdoor, natural area, the character's speed is increased by 10%. Use: Automatic

RACIAL ABILITIES

BATTLE TRAINING VS. ABERRATIONS

Prerequisite: Gold dwarf. This feat grants a +1 racial bonus on attack rolls against aberrations. Use: Automatic

BATTLE TRAINING VS. GIANTS

Prerequisite: Dwarf or gnome. This feat grants a +4 dodge bonus to AC against giants. Use: Automatic

BATTLE TRAINING VS. GOBLINS

Prerequisite: Dwarf or gnome. This feat grants a +1 racial bonus on attack rolls against goblinoids (goblins, hobgoblins and bugbears). Use: Automatic

BATTLE TRAINING VS. ORCS

Prerequisite: Dwarf. This feat grants a +1 racial bonus on attack rolls made against orcs. Use: Automatic

BATTLE TRAINING VS. REPTILIANS

Prerequisite: Gnome. This feat grants a +1 racial bonus on attack rolls against reptilian humanoids. Use: Automatic

CELESTIAL RESISTANCE

Prerequisite: Red Dragon Disciple level 10. You gain immunity to paralysis. Use: Automatic

CELESTIAL RESISTANCE

Prerequisite: Aasimar. You have acid resistance 5, cold resistance 5, and electricity resistance 5. Use: Automatic

CONSTRUCT UPGRADE (AC)

Prerequisite: Construct. Aarmor has been reinforced by a master armor craftsman, providing the mighty blade golem with a permanent +3 bonus to its Armor Class. Use: Automatic

CONSTRUCT UPGRADE (HP)

Prerequisite: Construct. Expert use of the Alchemical Crafting skill has strengthened Construct's constitution, fortifying it with a permanent +15 Hit Point bonus. Use: Automatic

CONSTRUCT UPGRADE (STR)

Prerequisite: Construct. Sharpened to a razor's edge, Construct's blade has been reworked by a master weapon, providing it with a permanent +6 bonus to Strength. Use: Automatic

DARKVISION

Prerequisite: Dwarf, half-orc, aasimar, tiefling, drow, deep gnome, shadowdancer level 2, pale master level 3, or red dragon disciple level 10. You can see in the dark. Use: Automatic

DURABILITY

Prerequisite: Deep Gnome. This feat grants a +2 bonus to all saving throws. Use: Automatic

FEARLESS

Prerequisite: Halfling. Grants a +2 bonus on saving throws against fear spells and effects. Use: Automatic

GOOD AIM

Prerequisite: Halfling. This feat grants a +1 attack bonus on attacks made with throwing weapons. Use: Automatic

GREATER SKILL AFFINITY (MOVE SILENTLY)

Prerequisite: Duergar (gray dwarf). This feat grants a +4 racial bonus to Move Silently checks. Use: Automatic

HARDINESS VS. ENCHANTMENTS

Prerequisite: Elf or half-elf. This feat grants a +2 bonus on saving throws against mind-affecting spells. Use: Automatic

HARDINESS VS. ILLUSIONS

Prerequisite: Gnome. This feat grants a +2 racial bonus on saving throws against mind-affecting spells. Use: Automatic

HARDINESS VS. POISONS

Prerequisite: Dwarf. This feat grants a +2 racial bonus on saving throws vs. poison. Use: Automatic

HARDINESS VS. SPELLS

Prerequisite: Dwarf. This feat grants a +2 racial bonus on saving throws vs. spells. Use: Automatic

IMMUNITY TO PARALYSIS

Prerequisite: Duergar (gray dwarf). This feat grants Immunity to Paralysis. Use: Automatic

IMMUNITY TO PHANTASMS

Prerequisite: Duergar (gray dwarf). This feat grants Immunity to the spells Phantasmal Killer and Weird. Use: Automatic

IMMUNITY TO POISON

Prerequisite: Duergar (gray dwarf). This feat grants Immunity to all Poisons. Use: Automatic

IMMUNITY TO SLEEP

Type of Feat: Race/Class. *Prerequisite: Elf, half-elf or Level 10 dragon disciple.* This feat grants immunity to all sleep spells and effects. Use: Automatic

INFERNAL RESISTANCE

Prerequisite: Tiefling. Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5. Use: Automatic

KEEN SENSE

Prerequisite: Elf. You may apply your full Search skill even when making a passive search. Use: Automatic

LIGHT BLINDNESS

Prerequisite: Drow. While drow are perfectly at home in total darkness, they have difficulty operating in sunlight. Drow characters take a -1 penalty to attack, save and skill rolls when outside during the daytime. Use: Automatic

LIGHT SENSITIVITY

Prerequisite: Duergar. Duergar are perfectly at home in total darkness, but have difficulty operating in sunlight. Duergar characters take a -2 penalty to all attack, save, and skill rolls when outside during the daytime. Use: Automatic

LOW-LIGHT VISION

Prerequisite: Elf, half-elf, or gnome. You can see in the dark, but not as far as darkvision. Use: Automatic

LUCKY

Prerequisite: Halfling. This feat grants a +1 racial bonus to all saving throws. Use: Automatic

PARTIAL SKILL AFFINITY (LISTEN)

Prerequisite: Half-elf or duergar. This feat grants a +1 racial bonus to Listen checks. Use: Automatic

PARTIAL SKILL AFFINITY (SEARCH)

Prerequisite: Half-elf. This feat grants a +1 racial bonus to Search checks. Use: Automatic

PARTIAL SKILL AFFINITY (SPOT)

Prerequisite: Half-elf or duergar. This feat grants a +1 racial bonus to Spot checks. Use: Automatic

QUICK TO MASTER

Prerequisite: Human or strongheart halfling. Humans and strongheart halflings start with an extra feat at character generation. Use: Automatic

RACIAL SPELL (BLINDNESS/ DEAFNESS)

Prerequisite: Deep Gnome. You can cast Blindness/Deafness once per day (caster level equal to your level). Use: Selected

RACIAL SPELL (CHANGE SELF)

Prerequisite: Deep Gnome. You can cast Invisibilty once per day (caster level equal to your level). Use: Selected

RACIAL SPELL (DARKNESS)

Prerequisite: Drow. You can cast Darkness as per the spell once per day (caster level equal to your level). Use: Selected

RACIAL SPELL (DARKNESS)

Prerequisite: Tiefling. You can cast Darkness as per the spell once per day (caster level equal to character level). Use: Selected

RACIAL SPELL (ENLARGE)

Prerequisite: Duergar. You can cast Enlarge once per day (caster level is equal to twice your level, minimum 3rd level). Use: Selected

RACIAL SPELL (ENTROPIC SHIELD)

Prerequisite: Deep Gnome. You can cast Entropic Shield as per the spell once per day (caster level equal to your level). Use: Selected

RACIAL SPELL (INVISIBILITY)

DEEP GNOME

Prerequisite: Deep Gnome. You can cast Invisibilty once per day (level equal to your level). Use: Selected

DUERGAR

Prerequisite: Duergar. You can cast Invisibility once per day (caster level equal to twice your level, minimum 3rd level). Use: Selected

RACIAL SPELL (LIGHT)

AASIMAR

Prerequisite: Aasimar. You can cast Light five times per day (caster level equal to your level). Use: Selected

DROW

Prerequisite: Drow. You can cast Light as per the spell once per day (caster level equal to your level). Use: Selected

RACIAL SPELL (SEE INVISIBILITY)

Prerequisite: Drow or red dragon disciple. You can cast See Invisibility as per the spell once per day (caster level equal to your level). Use: Selected

SKILL AFFINITY (BLUFF)

Prerequisite: Tiefling or half-elf. Tieflings and half-elves receive a +2 racial bonus on Bluff checks. Use: Automatic

SKILL AFFINITY (CONCENTRATION)

Prerequisite: Gnome. You have a +2 racial bonus to Concentration checks. Use: Automatic

SKILL AFFINITY (CRAFT ALCHEMY)

Prerequisite: Deep Gnome. You have a +2 racial bonus on Craft Alchemy checks. Use: Automatic

SKILL AFFINITY (DIPLOMACY)

Prerequisite: Half-elf. You have a +2 racial bonus on Diplomacy checks. Use: Automatic

SKILL AFFINITY (HIDE)

Prerequisite: Tiefling or deep gnome. You have a +2 racial bonus on Hide checks. Use: Automatic

SKILL AFFINITY (LISTEN)

Prerequisite: Elf, gnome, halfling or aasimar. You have a +2 racial bonus to Listen checks. Use: Automatic

SKILL AFFINITY (LORE)

Prerequisite: Dwarf. You have a +2 racial bonus to Lore checks. Use: Automatic

SKILL AFFINITY (MOVE SILENTLY)

Prerequisite: Halfling. You have a +2 racial bonus to Move Silently checks. Use: Automatic

SKILL AFFINITY (SEARCH)

Prerequisite: Elf. You have a +2 racial bonus to Search checks. Use: Automatic

SKILL AFFINITY (SPELLCRAFT)

Prerequisite: Deep Gnome. You have a +2 racial bonus on Spellcraft checks. Use: Automatic

SKILL AFFINITY (SPOT)

Prerequisite: Elf or aasimar. You have a +2 racial bonus to Spot checks. Use: Automatic

SKILLED

Prerequisite: Human. Humans start with 4 extra skill points at character generation, and gaining 1 extra skill point at each additional level. Use: Automatic

SLIPPERY DEFENSE

Prerequisite: Deep Gnome. You have a +4 dodge bonus to AC against all creatures. Use: Automatic

SMALL STATURE

Prerequisite: Gnome or halfling. Gnomes and halflings are small creatures. As such, you gain bonuses to your attack rolls, armor class and hide checks when dealing with larger creatures. Because they are so small, they cannot use the following weapons: dire mace, two-bladed sword, double axe, greataxe, greatsword, halberd, quarterstaff, scythe and spear. Use: Automatic

SPELL AFFINITY (ILLUSION)

Prerequisite: Gnome and svirfneblin. Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. Their innate familiarity with these effects makes their illusions more difficult to see through. This adjustment stacks with those from similar effects, such as the Spell Focus feat. Use: Automatic

SPELL RESISTANCE

Prerequisite: Drow or deep gnome. You have spell resistance equal to 11 + character level. Use: Automatic

STONECUNNING

Prerequisite: Dwarf or deep gnome. You have a +2 bonus on Search checks made in interior areas. Use: Automatic

SPECIAL ABILITIES

AURORA CHAIN

This power, bestowed by the Ritual of Purification, empowers your weapons and your companions' weapons with 1 extra point of divine damage per four character levels that you have. This effect can be invoked once per day and lasts for five rounds. Use: Selected

CLEANSING NOVA

This power, bestowed by the Ritual of Purification, creates an immobile 5' wide cylinder of light that lasts for four seconds, once a day. Any undead or outsider that enters the cylinder of light suffers 1 point of fire damage per your character levels per second. If any victim of this power is also within the area of effect of the Web of Purity, the damage of the Cleansing Nova is applied to all victims of that same Web of Purity. Use: Selected

SHINING SHIELD

This power, bestowed by the Ritual of Purification, gives you and your companions Negative Energy Protection and 3 points of Cold Resistance per your character level. This effect can be used once per day and lasts for two rounds. Use: Selected

SOOTHING LIGHT

This power, bestowed by the Ritual of Purification, heals you and your companions of all negative effects and provides them with rapid regeneration (healing one hit point per your character level each round) for five rounds. This feat can be used once per day. Use: Selected

WEB OF PURITY

This power, bestowed by the Ritual of Purification and useable once a day, paralyzes all undead and outsiders within 30' of you for 3 rounds. Victims may make a Will save with a DC equal to 10 + (your character level/2) + (your INT modifier) to prevent the effects. If any target in a Web of Purity is struck by the effect of the Cleansing Nova ritual, all other victims of the same Web of Purity also suffer the effects of the Cleansing Nova. Use: Selected

Weapons

AMMUNITION

ARROWS

Ammunition for Shortbow, Longbow
Weight: 0.0

Weapon	Cost	Special Effects
Acid Arrow (99)	891	Damage Bonus: Acid 1d6
Arrow (99)	1	
Arrow +1 (99)	99	Damage Bonus: Piercing 1
Arrow +2 (99)	297	Damage Bonus: Piercing 2
Arrow +3 (99)	1,485	Damage Bonus: Piercing 3
Arrow +4 (99)	3,366	Damage Bonus: Piercing 4
Arrow +5 (99)	6,039	Damage Bonus: Piercing 5
Arrow of the Vampire (99)	396	Vampiric Regenration +2
Arrows of Petrification (5)	4,065	On Hit: Flesh to Stone Level 7
Fire Arrow (99)	891	Damage Bonus: Fire 1d6
Ice Arrow (99)	891	Damage Bonus: Cold 1d6
Lightning Arrow (99)	891	Damage Bonus: Electrical 1d6
Mild Poison Arrow (99)	693	On Hit: DC=14 1d2 Constitution Damage
Piercing Arrow (99)	891	Damage Bonus: Piercing 1d6
Poison Arrow (99)	3,069	On Hit: Poison DC=14 1d2 Constitution Damage & 1d2 Strength Damage

BOLTS

Ammunition for Light & Heavy Crossbow
Weight: 0.0

Weapon	Cost	Special Effects
Bolt (99)	1	-
Bolt +1 (99)	99	Damage Bonus: Piercing 1
Bolt +2 (99)	297	Damage Bonus: Piercing 2
Bolt +3 (99)	1,287	Damage Bonus: Piercing 3
Bolt +4 (99)	3,069	Damage Bonus: Piercing 4
Bolt +5 (99)	5,445	Damage Bonus: Piercing 5
Bolt of Fire (99)	792	Damage Bonus: Fire 1d6
Bolt of Frostbite (99)	297	Damage Bonus: Cold 1d4
Bolt of Lightning (99)	792	Damage Bonus: Electrical 1d6
Bolt of Piercing (99)	792	Damage Bonus: Piercing 1d6
Mild Poison Bolt (99)	693	On Hit: DC=14 1d2 Constitution Damage
Paralytic Bolt (99)	396	On Hit: Stun DC=14 50%/2 Rounds
Poison Bolt (99)	2,772	On Hit: Poison DC=14 1d2 Constitution Damage & 1d2 Strength Damage

BULLETS

Ammunition for Sling
Weight: 0.0

Weapon	Cost	Special Effects
Bullet (99)	1	-
Bullet +1 (99)	99	Damage Bonus: Bludgeoning 1
Bullet +2 (99)	297	Damage Bonus: Bludgeoning 2
Bullet +3 (99)	1,188	Damage Bonus: Bludgeoning 3
Bullet +4 (99)	2,673	Damage Bonus: Bludgeoning 4
Bullet +5 (99)	4,851	Damage Bonus: Bludgeoning 5
Bullet of Screaming (99)	1,386	Damage Bonus: Sonic 1d4 / On Hit: Silence DC=14 50%/2 Rounds
Bullet of Smiting (99)	693	Damage Bonus: Bludgeoning 1d6
Farel's Gold (99)	1,386	Damage Bonus: Acid 1d4 / On Hit: Slow DC=14 50%/2 Rounds
Fire Bullet (99)	693	Damage Bonus: Fire 1d6
Giant's Bane (99)	1,089	Damage Bonus vs. Giant: 1d6 Bludgeoning / Damage Bonus: Piercing 1d6
Ice Bullet (99)	693	Damage Bonus: Cold 1d6
Lightning Bullet (99)	693	Damage Bonus: Electrical 1d6

AXES

BATTLEAXES

Base Damage: 1d8
Base Critical Threat: x3
Base Damage Type: Slashing
Weapon Size: Medium
Feat Required: Martial
Weight: 6.0

Weapon	Cost	Special Effects
Adamantine Battleaxe	1,551	Adamantine / Damage Bonus: Magical 2
Alchemical Silver Battleaxe	20	Alchemical Silver
Alrec •	242,866	Damage Bonus: Fire 1d6 / Enhancement Bonus +2 / Use: Dominate Monster (17), 1 Use/Day
Axe of Dead Illusk	37,865	Enhancement Bonus +2 / On Hit: Fear DC=14 50%/2 Rounds / Vampire Regeneration +3
Battleaxe	20	-
Battleaxe +1	1,639	Enhancement Bonus +1
Battleaxe +2	7,240	Enhancement Bonus +2
Battleaxe +3	16,840	Enhancement Bonus +3
Battleaxe +4	30,440	Enhancement Bonus +4
Battleaxe +5	48,040	Enhancement Bonus +5
Clangeddin's Wayward Axe	61,071	Damage Bonus: Electrical 4 / Enhancement Bonus +3 / 50 charges
Cold Iron Battleaxe	20	Cold Iron
Darksteel Battleaxe	571	Darksteel / Damage Bonus: Electrical 1
Deepstone Progeny	58,340	Enhancement Bonus +2 / Immunity: Death Magic
Goblinsplitter *	30,479	Damage Bonus vs. Goblinoid: 2d6 Bludgeoning / Enhancement Bonus vs. Goblinoid +4 / Enhancement Bonus +2
Ha'Ra'Kor *	76,881	Enhancement Bonus +2 / Use: Inflict Serious Wounds (9), 1 Use/Day / Vampiric Regeneration +5
Mithral Battleaxe	100	Mithral / Weight Reduction: 60% (3.6 pounds)
Mordan's Withering Blade	48,040	Enhancement Bonus +3 / On Hit: Wounding DC=14
Sentinel +1	7,088	Enhancement Bonus +1 / Light Low (10m) White / Listen +2 / SB: Spot +2
Sentinel +2	92,493	Enhancement Bonus +2 / Light Low (10m) White / Listen +4 / Spot +4 / Use: True Seeing (9) (1/Day)
Silvermane's Axe	29,413	Enhancement Bonus +1 / Keen / Regeneration +1 / Use: Raise Dead (9) Single Use
Terrance's Fell Axe	75,972	Enhancement Bonus +4 / Enhancement Bonus: Strength +2 / Massive Criticals: 1d4

DWARVEN WARAXES

Base Damage: 1d10
Base Critical Threat: x3
Base Damage Type: Slashing
Weapon Size: Medium
Feats Required: Exotic or Dwarf
Weight: 8.0

Weapon	Cost	Special Effects
Adamantine Dwarven Waraxe	1,591	Adamantine / Damage Bonus: Magical 2
Alchemical Silver Dwarven Waraxe	60	Alchemical Silver

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Clangeddin's Beard *	20,031	Enhancement Bonus +2 / Keen / Massive Criticals: 1d6
Cold Iron Dwarven Waraxe	60	Cold Iron
Darksteel Dwarven Waraxe	611	Darksteel / Damage Bonus: Electrical 1
Dwarven Waraxe	60	-
Dwarven Waraxe +1	1,679	Enhancement Bonus +1
Dwarven Waraxe +2	7,280	Enhancement Bonus +2
Dwarven Waraxe +3	16,880	Enhancement Bonus +3
Dwarven Waraxe +4	30,480	Enhancement Bonus +4
Dwarven Waraxe +5	48,080	Enhancement Bonus +5
Kharash Dur *	21,839	Damage Bonus: Fire 1d6 / Enhancement Bonus +2
Mithral Dwarven Waraxe	140	Mithral / Weight Reduction: 60% (4.8 pounds)
Mithral Mirror •	69,680	Enhancement Bonus +3 / Mithral / Spell Resistance: 14

GREATAXES

Base Damage: 1d12
Base Critical Threat: x3
Base Damage Type: Slashing
Weapon Size: Large
Feat Required: Martial
Weight: 12.0

Weapon	Cost	Special Effects
Adamantine Greataxe	1,571	Adamantine / Damage Bonus: Magical 2
Alchemical Silver Greataxe	40	Alchemical Silver
Axe of the Culling	121,720	Damage Bonus: Fire 1d6 / Enhancement Bonus +3 / On Hit: Dispel Magic DC=14
Axe of the Holy	58,036	Attack Bonus (Undead) +5 / Damage Bonus (Undead): 5 / Bludgeoning / Enhancement Bonus +4 / Only Useable By Good
Axe of the Surly Woodsman •	50,040	Bonus Feat: Cleave / Enhancement Bonus +2 / Enhancement Bonus: Strength +2
Black Stag Axe *	113,070	Enhancement Bonus +3 / Use: Cure Serious Wounds (15), 3 Uses/Day
Chuk *	24,785	EWB +3 / Massive Criticals: 2d8
Cold Iron Greataxe	40	Cold Iron
Darksteel Greataxe	591	Damage Bonus: Electrical 1 / Darksteel
Greataxe	40	-
Greataxe +1	1,659	Enhancement Bonus +1
Greataxe +2	7,260	Enhancement Bonus +2
Greataxe +3	16,860	Enhancement Bonus +3
Greataxe +4	30,460	Enhancement Bonus +4
Greataxe +5	48,060	Enhancement Bonus +5
Gruumsh Hand	14,728	Damage Bonus vs. Human 1d6 Acid / Enhancement Bonus +2 / Parry +3
Mithral Greataxe	120	Mithral / Weight Reduction: 60% (7.2 pounds)
Netherese Axe	23,432	Enhancement Bonus +1 / Listen +3 / Lore +3 / Spell Resistance: 10
Re's Redemption	29,916	Damage Bonus (Evil): 1d6 Electrical / Enhancement Bonus (Orc) +4 / Enhancement Bonus +2
Stonefire Axe +1	6,341	Damage Bonus: Fire 2 / Enhancement Bonus +1
Stonefire Axe +2	21,819	Damage Bonus: Fire 1d6 / Enhancement Bonus +2
The Sandstorm	34,485	Decreased AC: AC Dodge Modifier -1 / Enhancement Bonus +2 / On Hit: Blindness DC =16 10%/4 Rounds

HANDAXES

Base Damage: 1d6
Base Critical Threat: x3
Base Damage Type: Slashing
Weapon Size: Small
Feats Required: Martial or Monk
Weight: 3.0

Weapon	Cost	Special Effects
Adamantine Handaxe	1,543	Adamantine / Damage Bonus: Magical 2
Alchemical Silver Handaxe	12	Alchemical Silver
Axe of the Broken Plains	142,883	Damage Bonus: Electrical 2 / Enhancement Bonus +4 / Use: Chain Lightning (11) (1/Day)
Blood Rust Axe	24,512	Damage Bonus vs. Good 1d6 Fire / Enhancement Bonus +2 / On Hit: Slow DC=50%/2 rounds
Cold Iron Handaxe	12	Cold Iron
Darksteel Handaxe	563	Damage Bonus: Electrical 1 / Darksteel
Ember's Axe	21,332	Enhancement Bonus +2 / Enhancement Bonus (Outsider) +4
Handaxe	12	-
Handaxe +1	1,631	Enhancement Bonus +1
Handaxe +2	7,232	Enhancement Bonus +2
Handaxe +3	16,832	Enhancement Bonus +3
Handaxe +4	30,432	Enhancement Bonus +4
Handaxe +5	48,032	Enhancement Bonus +5
Ice Axe *	23,391	Damage Bonus: Cold 1d6 / Enhancement Bonus +2 / Use: Ray of Frost (1) (Unlimited Uses)
Ice Reaver +1	23,473	Damage Bonus: Cold 1 / Enhancement Bonus +1 / Resistance: Cold 15/-
Ice Reaver +3	58,873	Damage Bonus: Cold 1 / Enhancement Bonus +3 / Resistance: Cold 15/-
Little Death *	25,147	Enhancement Bonus +3 / Use: Ray of Enfeeblement (2), 3 Uses/Day
Mithral Handaxe	12	Alchemical Silver
Offhand Axe	67,929	Bonus Feat: Two-Weapon Fighting / Damage Bonus: Sonic 1d6 / Enhancement Bonus +3
Vendetta •	91,204	Bonus Feat: Two-Weapon Fighting / Damage Bonus vs. Human: 2d6 Bludgeoning / Enhancement Bonus vs. Human +5 / Enhancement Bonus +3
Woodcutter's Axe	17,006	Enhancement Bonus +2 / Enhancement Bonus (Shapechanger) +3

BLADED WEAPONS

BASTARD SWORDS

Base Damage: 1d10
Base Critical Threat: 19-20/x2
Base Damage Type: Slashing
Weapon Size: Medium
Feat Required: Exotic
Weight: 6.0

Weapon	Cost	Special Effects
Acandar •	27,506	Damage Bonus: Electrical 1d6 / Enhancement Bonus +?? / Use: Call Lightning (5), 1 Use/Day
Adamantine Bastard Sword	1,601	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Bastard Sword	70	Alchemical Silver
Bastard Sword	70	-
Bastard Sword +1	1,689	Enhancement Bonus +1
Bastard Sword +2	7,290	Enhancement Bonus +2
Bastard Sword +3	16,890	Enhancement Bonus +3
Bastard Sword +4	30,490	Enhancement Bonus +4
Bastard Sword +5	48,090	Enhancement Bonus +5
Bloodletter	93,914	Enhancement Bonus +4 / On Hit: Wounding DC=14 / Vampiric Regeneration +2
Cold Iron Bastard Sword	70	Cold Iron
Darksteel Bastard Sword	621	Damage Bonus: Electrical 1 / Darksteel
Discord	37,050	Damage Bonus: Sonic 1d6 / Enhancement Bonus +2 / On Hit: Confusion DC=14 50%/2 Rounds
Dragonslayer	20,263	Damage Bonus vs. Dragon: 1d10 Sonic / Enhancement Bonus vs. Dragon +5 / Enhancement Bonus +1
Grimstone Blade *	12,099	Enhancement Bonus +2 / Massive Criticals: 2d6
Hallowed Redeemer *	25,097	Damage Bonus vs. Undead: 2d6 Bludgeoning / Enhancement Bonus +3

Lawgiver	14,009	Enhancement Bonus vs. Chaotic +3 / Enhancement Bonus +1
Mithral Bastard Sword	150	Mithral / Weight Reduction: 60% (3.6 pounds)
Nameless Light	59,257	Damage Bonus vs. Evil: 1d6 Electrical / Enhancement Bonus vs. Evil +5 / Enhancement Bonus +2

DAGGERS

Base Damage: 1d4
Base Critical Threat: 19-20/x2
Base Damage Type: Piercing
Weapon Size: Tiny
Feats Required: Simple, Druid, Monk, Rogue, or Wizard
Weight: 1.0

Weapon	Cost	Special Effects
Adamantine Dagger	1,535	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Dagger	4	Alchemical Silver
Cold Iron Dagger	4	Cold Iron
Courtesan Blade	30,424	Enhancement Bonus +2 / Keen / On Hit: Stun DC=14 50%/2 Rounds
Dagger	4	-
Dagger +1	1,623	Enhancement Bonus +1
Dagger +2	7,224	Enhancement Bonus +2
Dagger +3	16,824	Enhancement Bonus +3
Dagger +4	30,424	Enhancement Bonus +4
Dagger +5	48,024	Enhancement Bonus +5
Darksteel Dagger	555	Damage Bonus: Electrical 1 / Darksteel
Ice Talon	21,783	Damage Bonus: Cold 1d6 / Enhancement Bonus +2
Leech	80,649	Enhancement Bonus +5 / Vampiric Regeneration +3
Mithral Dagger	84	Mithral / Weight Reduction: 60% (0.6 pounds)
Pins *	9,335	Enhancement Bonus +2 / Massive Criticals: 1d6
Pixie Lance	3,042	Enhancement Bonus +2 / On Hit: Sleep DC=14 50%/2 Rounds
Tagget's Talon	7,224	Enhancement Bonus +1 / Keen
The Finisher	32,004	Bonus Feat: Cleave / Enhancement Bonus +1 / Enhancement Bonus: Strength +2
The Left Hand *	24,224	Armor Bonus +2 (AC Deflection Modifier) / Enhancement Bonus +1 / Parry +4
The Nightthief's Nimbleknife	15,019	Bonus Feat: Two-Weapon Fighting / Enhancement Bonus +1 / Tumble +2
The Slow Blade •	45,605	Enhancement Bonus +3 / On Hit: Poison DC=16 1d2 Constitution Damage

FALCHIONS

Base Damage: 2d4
Base Critical Threat: 18-20/x2
Base Damage Type: Slashing
Weapon Size: Large
Feat Required: Martial
Weight: 8.0

Weapon	Cost	Special Effects
Adamantine Falchion	1,551	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Falchion	20	Alchemical Silver
Anhur's Favored Blade	39,041	Damage Bonus: Electrical 1d8 / Enhancement Bonus +3 / Use: Bull's Strength (10) (1/Day)
Cold Iron Falchion	20	Cold Iron
Darksteel Falchion	571	Damage Bonus: Electrical 1 / Darksteel
Decision	21,799	Damage Bonus: Fire 1d6 / Enhancement Bonus +2
Falchion	20	-
Falchion +1	1,639	Enhancement Bonus +1
Falchion +2	7,240	Enhancement Bonus +2
Falchion +3	16,840	Enhancement Bonus +3
Falchion +4	30,440	Enhancement Bonus +4
Falchion +5	48,040	Enhancement Bonus +5
Headsman *	474,339	Enhancement Bonus +3 / On Hit: Vorpal DC=20
Hierarch's Blade	11,396	Armor Bonus +1 (AC Deflection Modifier) / Attack Bonus (Outsider) +4 / Enhancement Bonus +1
Mithral Falchion	100	Mithral / Weight Reduction: 60% (4.8 pounds)
Storm of the Steppes *	45,316	Damage Bonus: Electrical 1d6 / Enhancement Bonus +2 / Use: Call Lightning (5), 1 Use/Day
The Bloody Hand •	22,464	Enhancement Bonus +1 / On Hit: Wounding DC=14 / Vampiric Regeneration +1
The Waking Dragon	56,678	Enhancement Bonus +4 / Keen / Massive Criticals: 1d8

GREATSWORDS

Base Damage: 2d6
Base Critical Threat: 19-20/x2
Base Damage Type: Slashing
Weapon Size: Large
Feat Required: Martial
Weight: 8.0

Weapon	Cost	Special Effects
Adamantine Greatsword	1,631	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Greatsword	100	Alchemical Silver
Blade of Chult	9,345	Enhancement Bonus +1 / On Hit: Poison DC=14 1d2 Constitution Damage
Blade of the Rashemi	23,220	Enhancement Bonus +3 / Spell Resistance 10
Blindstriker *	30,911	Bonus Feat: Alertness / Damage Bonus vs. Evil: 2d6 Bludgeoning / Enhancement Bonus +2
Cold Iron Greatsword	100	Cold Iron
Darksteel Greatsword	651	Damage Bonus: Electrical 1 / Darksteel
Gemsword	37,080	Damage Bonus: Electrical 1d6 / Enhancement Bonus +3
Greatsword	100	-
Greatsword +1	1,719	Enhancement Bonus +1
Greatsword +2	7,320	Enhancement Bonus +2
Greatsword +3	16,920	Enhancement Bonus +3
Greatsword +4	30,520	Enhancement Bonus +4
Greatsword +5	48,120	Enhancement Bonus +5
Harbinger Kin +1	6,401	Damage Bonus: Fire 2 / Enhancement Bonus +1
Harbinger Kin +3	37,080	Damage Bonus: Fire 1d6 / Enhancement Bonus +3
Mithral Greatsword	180	Mithral / Weight Reduction: 60% (4.8 pounds)
Shining Light of Lathander	34,196	Enhancement Bonus +2 / Light Normal (15m) Orange / Use: Searing Light (5) (1/Day)
Tempest-Caller •	104,590	Constitution -2 / Enhancement Bonus +2 / Darksteel / Use: Chain Lightning (11), 1 Use/Day
The Dagger of Chaos	37,945	Enhancement Bonus +2 / On Hit: Confusion DC=14 50%/2 Rounds / Vampiric Regeneration +3
The Golem's Blade	128,180	Damage Bonus: Slashing 1d6 / Enhancement Bonus +3 / Enhancement Bonus: Strength +3 / Massive Criticals 2d6
Vermin's Bane	10,360	Enhancement Bonus vs. Vermin +4 / Enhancement Bonus +1
Vile Drinker *	63,069	Enhancement Bonus +2 / Use: Death Armor (3), 3 Uses/Day / Vampiric Regeneration +5

KAMAS

Base Damage: 1d6
Base Critical Threat: x2
Base Damage Type: Slashing
Weapon Size: Small
Feats Required: Exotic or Monk
Weight: 2.0

Weapon	Cost	Special Effects
Adamantine Kama	1,535	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Kama	4	Alchemical Silver
Balance In All Things *	39,609	Damage Bonus vs. Lawful or Chaotic: 2d6 Bludgeoning / Enhancement Bonus +2
Cold Iron Kama	4	Cold Iron
Darksteel Kama	555	Damage Bonus: Electrical 1 / Darksteel
Empty Fields	11,524	Enhancement Bonus +1 / On Hit: Doom DC=14 50% /2 rounds
Eye of the Sun	31,209	Damage Bonus: Acid 1 / Damage Bonus: Fire 1 / Enhancement Bonus +3
Hideo's Kama	10,039	Enhancement Bonus +2 / Parry +2

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Honor's Edge ♦	89,214	Enhancement Bonus +3 / Keen / Only Useable by Lawful / Use: Magic Circle Against Alignment (5), 3 Uses/Day
Imaskari Kama	7,570	Damage Bonus: Acid 1d4 / Enhancement Bonus +1 / Concentration +1
Kama	4	-
Kama +1	1,623	Enhancement Bonus +1
Kama +2	7,224	Enhancement Bonus +2
Kama +3	16,824	Enhancement Bonus +3
Kama +4	30,424	Enhancement Bonus +4
Kama +5	48,024	Enhancement Bonus +5
Mithral Kama	84	Mithral / Weight Reduction: 60% (1.2 pounds)
Peasant Blade *	50,004	Enhancement Bonus +3 / Enhancement Bonus: Constitution +2
Peasant Dynasty	44,655	Enhancement Bonus +1 / Res: Acid 5/- / Cold 5/- / Electrical 5/- / Fire 5/-
Thread of Life	20,013	Enhancement Bonus +1 / Regeneration +1 / Charges: 50 / Use: Cure Critical Wounds (7) 5 Charges/Use / Cure Minor Wounds (1) 0 Charges/Use / Cure Moderate Wounds (3) 2 Charges/Use / Cure Serious Wounds (5) 4 Charges/Use

KATANAS

Base Damage: 1d10
Base Critical Threat: 19-20/x2
Base Damage Type: Slashing
Weapon Size: Medium
Feat Required: Exotic
Weight: 5.0

Weapon	Cost	Special Effects
Adamantine Katana	1,611	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Katana	80	Alchemical Silver
Blade of the Elements	69,700	Enhancement Bonus +3 / On Hit (of Elemental) Slay DC=14
Cold Iron Katana	80	Cold Iron
Darksteel Katana	631	Damage Bonus: Electrical 1 / Darksteel
Divine Fury	56,260	50 Charges / Damage Bonus: Electrical 1d6 / Enhancement Bonus +3 / On Hit: Stun DC=14 50%/2 Rounds
Dragonsblood Katana *	51,085	Damage Bonus: Fire 1d6 / Enhancement Bonus +2 / Resistance: Fire 10/-
Falling Thunder Storm ♦	44,259	Damage Bonus: Electrical 1d6 / Damage Bonus: Sonic 1d6 / Enhancement Bonus +2
Haga-To	5,524	Enhancement Bonus +1 / On Hit: Daze DC=14 50%/2 Rounds
Katana	80	-
Katana +1	1,699	Enhancement Bonus +1
Katana +2	7,300	Enhancement Bonus +2
Katana +3	16,900	Enhancement Bonus +3
Katana +4	30,500	Enhancement Bonus +4
Katana +5	48,100	Enhancement Bonus +5
Katana of the Mummylord	149,724	Enhancement Bonus +5 / On Hit: Poison DC=22 1d2 Dex Damage / Only Used by Undead
Master Li's Way	28,581	Damage Bonus: Acid 1d4 / Enhancement Bonus +2 / Keen
Mithral Katana	100	Mithral / Weight Reduction: 80% (4.0 pounds)
Shishi-O *	84,026	Enhancement Bonus +2 / Keen / Use: Summon Creature V (9), 1 Use/Day
Sword Saint Legacy +1	4,580	Damage Bonus vs. Evil: 1d6 Sonic / Enhancement Bonus +1
Sword Saint Legacy +4	40,580	Damage Bonus vs. Evil: 1d6 Sonic / Enhancement Bonus +4

KUKRIS

Base Damage: 1d4
Base Critical Threat: 18-20/x2
Base Damage Type: Slashing
Weapon Size: Tiny
Feat Required: Martial
Weight: 2.0

Weapon	Cost	Special Effects
Adamantine Kukri	1,547	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Kukri	16	Alchemical Silver
Cold Iron Kukri	16	Cold Iron
Cutting Star	46,096	Damage Bonus: Fire 2d6 / Enhancement Bonus +2 / On Hit: Blindness DC=14 25%/3 Rounds
Darksteel Kukri	567	Damage Bonus: Electrical 1 / Darksteel
Devil's Right Hand *	36,996	Damage Bonus: Fire 1d6 / Enhancement Bonus +3 / Only Useable by Evil
Gutspiller ♦	48,036	Enhancement Bonus +2 / On Hit: Slay Human DC=14
Kukri	16	-
Kukri +1	1,635	Enhancement Bonus +1
Kukri +2	7,236	Enhancement Bonus +2
Kukri +3	16,836	Enhancement Bonus +3
Kukri +4	30,436	Enhancement Bonus +4
Kukri +5	48,036	Enhancement Bonus +5
Kukri of the Eclipse	100,836	Damage Bonus: Negative Energy 1d6 / Darkvision / Enhancement Bonus +4 / Spell Immunity: Darkness
Ladymist Talon	19,657	Enhancement Bonus +1 / Charges: 50 / Spell Immunity: Cone of Cold / Use: Stinking Cloud (5) 5 Charges/Use
Messenger Blade	16,836	Enhancement Bonus +2 / Keen
Mithral Kukri	96	Mithral / Weight Reduction: 60% (1.2 pounds)
Neverwinter Kukri	12,366	Enhancement Bonus +2 / Improved Saving Throws: Fortitude +1
Sharpshadow Blade	5,008	Enhancement Bonus +1 / Hide +2 / Move Silently +2
Stormwalker	97,317	Damage Bonus: Electrical 2d6 / Freedom of Movement
Talon Blade *	34,877	Damage Bonus: Slashing 1d8 / Enhancement Bonus +2

LONGSWORDS

Base Damage: 1d8
Base Critical Threat: 19-20/x2
Base Damage Type: Slashing
Weapon Size: Medium
Feats Required: Martial or Elf
Weight: 4.0

Weapon	Cost	Special Effects
Adamantine Longsword	1,561	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Longsword	30	Alchemical Silver
Anguvadal (Flame Tongue)	21,809	Damage Bonus: Fire 1d6 / Enhancement Bonus +2
Arn Kerym *	37,010	Damage Bonus: Electrical 1d6 / Enhancement Bonus +2 / Keen / Mithral
Astral Blade +1	6,331	Damage Bonus: Sonic 1d4 / Enhancement Bonus +1
Astral Blade +2	40,981	Damage Bonus: Sonic 1d10 / Enhancement Bonus +2
Blade of the Gladiator	21,809	Damage Bonus: Acid 1d6 / Enhancement Bonus +2
Blessing of the Daystar	54,422	Damage Bonus vs. Evil: 1d6 Fire / Enhancement Bonus vs. Undead +5 / Enhancement Bonus +3
Cold Iron Blade	16,676	Damage Bonus: Cold 1d6 / Enhancement Bonus +1 / Improved Saving Throws: Fortitude +1
Cold Iron Longsword	30	Cold Iron
Darksteel Longsword	581	Damage Bonus: Electrical 1 / Darksteel
Holy Avenger	1,372,600	Damage Bonus vs. Evil: 2d4 / Enhancement Bonus vs. Evil +5 / Enhancement Bonus +3 / Alchemical Silver / On Hit: Dispel Magic DC=20 / Paladin Only / Spell Resistance: 24 / Use: Protection from Evil (unlimited uses)
Longsword	30	-
Longsword +1	1,649	Enhancement Bonus +1

Longsword +2	7,250	Enhancement Bonus +2
Longsword +3	16,850	Enhancement Bonus +3
Longsword +4	30,450	Enhancement Bonus +4
Longsword +5	48,050	Enhancement Bonus +5
Mithral Longsword	110	Mithral / Weight Reduction: 60% (2.4 pounds)
Soulrazor Minion	39,634	Damage Bonus vs. Good: 1d6 Acid / Enhancement Bonus +3 / Vampiric Regeneration +2
Sword of Wrathraven *	21,809	Damage Bonus: Fire 1d6 / Enhancement Bonus +2
The Dark Blade •	10,818	Enhancement Bonus +2 / Massive Criticals: 1d8 / Darksteel
The Singing Sword	67,891	Damage Bonus: Sonic 1 / Enhancement Bonus +5 / Light Normal (15m) Blue
The Sly Blade	204,150	Damage Bonus: Negative Energy 1d6 / Enhancement Bonus +3 / On Hit: Doom Level 10 / Use: Displacement (9) (3/Day)

RAPIERS

Base Damage: 1d6
Base Critical Threat: 18-20/x2
Base Damage Type: Piercing
Weapon Size: Medium
Feats Required: Martial, Rogue or Elf
Weight: 2.0

Weapon	Cost	Special Effects
Adamantine Rapier	1,571	Damage Bonus: Magical 2 / Adamantine
Alacrity *	69,660	Armor Bonus +3 (AC Deflection Modifier) / Enhancement Bonus +1 / Enhancement Bonus: Intelligence +2
Alchemical Silver Rapier	40	Alchemical Silver
Black Rider Quill	10,255	Enhancement Bonus +1 / Lore +1 / Perform +4
Bleederkin	30,460	Enhancement Bonus +2 / On Hit: Wounding DC=14
Cold Iron Rapier	40	Cold Iron
Darksteel Rapier	591	Damage Bonus: Electrical 1 / Darksteel
Fencer's Blade	115,560	Armor Bonus +3 (AC Deflection Modifier) / Enhancement Bonus +3 / Regeneration +1
Mercykiller Blade	12,540	Damage Bonus vs. Evil: 1d6 Fire / Enhancement Bonus +2
Mithral Rapier	120	Mithral / Weight Reduction: 60% (1.2 pounds)
Namarra (Neversleep) +1	5,484	Enhancement Bonus +1 / On Hit: Daze DC=14 75%/1 Round
Namarra (Neversleep) +2	30,460	Enhancement Bonus +2 / On Hit: Sleep DC=14 50%/2 rounds
Needles *	30,460	Enhancement Bonus +3 / Keen
Rapier	40	-
Rapier +1	1,659	Enhancement Bonus +1
Rapier +2	7,260	Enhancement Bonus +2
Rapier +3	16,860	Enhancement Bonus +3
Rapier +4	30,460	Enhancement Bonus +4
Rapier +5	48,060	Enhancement Bonus +5
Rapier of the High Road	21,819	Damage Bonus: Acid 1d6 / Enhancement Bonus +1 / Keen
Stirge •	37,884	Enhancement Bonus +2 / Vampiric Regeneration +5

SCIMITARS

Base Damage: 1d6
Base Critical Threat: 18-20/x2
Base Damage Type: Slashing
Weapon Size: Medium
Feats Required: Martial or Druid
Weight: 4.0

Weapon	Cost	Special Effects
Adamantine Scimitar	1,561	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Scimitar	30	Alchemical Silver
Cold Iron Scimitar	30	Cold Iron
Darksteel Scimitar	581	Damage Bonus: Electrical 1 / Mithral
Dervish Sword •	162,030	Bonus Feat: Whirlwind Attack / Enhancement Bonus +2 / Enhancement Bonus: Dexterity +2
Desert Wind +1	10,610	Damage Bonus: Fire 1d6 / Enhancement Bonus +1
Desert Wind +2	40,981	Damage Bonus: Fire 1d10 / Enhancement Bonus +2
Laughing Blade	23,491	Damage Bonus: Cold 1 / Enhancement Bonus +2 / On Hit: Confusion DC=14 50%/2 Rounds
Mithral Scimitar	110	Weight Reduction: 60% (2.4 pounds)
Scimitar	30	-
Scimitar +1	1,649	Enhancement Bonus +1
Scimitar +2	7,250	Enhancement Bonus +2
Scimitar +3	16,850	Enhancement Bonus +3
Scimitar +4	30,450	Enhancement Bonus +4
Scimitar +5	48,050	Enhancement Bonus +5
Scimitar of Speed	45,766	Enhancement Bonus +1 / Use: Haste (10) (1/Day)
Shimmering Blade	15,155	Enhancement Bonus +2 / Parry +5
Silk and Iron *	30,450	Bonus Feat: Cleave / Enhancement Bonus +3
Sun From the West *	89,850	Damage Bonus: Fire 1d6 / Enhancement Bonus +2 / Use: Flame Strike (12), 1 Use/Day
The Brute	65,894	Enhancement Bonus +3 / Enhancement Bonus: Constitution +3 / Improved Saving Throws: Fortitude +3 / Keen
The Forsaken Path	?	Cold Iron / Enhancement Bonus +3 / Damage Bonus vs. Undead or Outsider: 1d6
Ula's Heart	30,450	Enhancement Bonus +2 / Keen / On Hit: Fear DC=14 50%/2 Rounds

SHORT SWORDS

Base Damage: 1d6
Base Critical Threat: 19-20/x2
Base Damage Type: Piercing
Weapon Size: Small
Feats Required: Martial or Rogue
Weight: 2.0

Weapon	Cost	Special Effects
Adamantine Short Sword	1,551	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Short Sword	20	Alchemical Silver
Arvoreniad *	46,090	Enhancement Bonus +3 / Use: Cure Moderate Wounds (6), 5 Uses/Day
Breath of the Maiden	9,265	Enhancement Bonus +1 / On Hit: Poison DC=14 1d2 / Constitution Damage
Cold Iron Short Sword	20	Cold Iron
Darksteel Short Sword	571	Damage Bonus: Electrical 1 / Darksteel
Feybane *	55,197	Damage Bonus vs. Fey: 2d6 Bludgeoning / Enhancement Bonus vs. Fey +5 / Enhancement Bonus +3 / Cold Iron
Feyduster +1	5,664	Enhancement Bonus +1 / On Hit: Daze DC=14 75%/1 Round
Feyduster +2	30,440	Enhancement Bonus +2 / On Hit: Sleep DC=14 50%/2 Rounds
Gladius •	124,840	Enhancement Bonus +2 / Keen / On Hit: Drain Constitution DC=18
Ichthia's Neck-Knife	22,464	Enhancement Bonus +2 / Vampiric Regeneration +3
Icy Blade	37,000	Damage Bonus: Cold 1d6 / Enhancement Bonus +3
Mithral Short Sword	100	Mithral / Weight Reduction: 60% (1.2 pounds)
Short Sword	20	-
Short Sword +1	1,639	Enhancement Bonus +1
Short Sword +2	7,240	Enhancement Bonus +2
Short Sword +3	16,840	Enhancement Bonus +3
Short Sword +4	30,440	Enhancement Bonus +4
Short Sword +5	48,040	Enhancement Bonus +5
Short Sword of Quickness	87,027	Damage Bonus: Electrical 1d6 / Enhancement Bonus +1 / Use: Haste (5) (5/Day)
The Biting Sword	10,600	Damage Bonus: Acid 1d6 / Enhancement Bonus +1
The Dark Companion	94,895	Two-Weapon Fighting / Enhancement Bonus +4 / Keen / Massive Criticals 1d10
The Lucky One	30,440	Enhancement Bonus +1 / Improved Evasion

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

The Nightthief's Claw	52,040	Two-Weapon Fighting / Damage Bonus: Electrical 1d6 / Enhancement Bonus +2 / Light Low (10m) Blue
The Wizard's Ally	192,100	3 Bonus Spell Slots: Wizard 1, 2, 3 / Enhancement Bonus +2 / Immunity: Mind-Affecting Spells / Spell Resistance: 14

SICKLES

Base Damage: 1d6
Base Critical Threat: x2
Base Damage Type: Slashing
Weapon Size: Small
Feats Required: Simple or Druid
Weight: 2.0

Weapon	Cost	Special Effects
Adamantine Sickle	1,543	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Sickle	12	Alchemical Silver
Athame *	28,892	3 Bonus Spells Slots: Druid Levels 1, 2, 3 / Enhancement Bonus +2
Blacksoul Sickle	3,656	Enhancement Bonus +1 / Vampiric Regeneration +1
Cold Iron Sickle	12	Cold Iron
Crescent Moon *	12,889	Damage Bonus vs. Shapechanger: 2d6 Bludgeoning / Enhancement Bonus +2 / Alchemical Silver
Darksteel Sickle	563	Damage Bonus: Electrical 1 / Darksteel
Golden Sickle *	21,791	Damage Bonus: Fire 1d6 / Enhancement Bonus +2
Golden Sickle +1	3,738	Druid Level 0 / Enhancement Bonus +1 / SR +2
Golden Sickle +2	17,240	2 Bonus Spell Slot: Druid Level 0,1 / Enhancement Bonus +2 / Survival +3
Mithral Sickle	92	Mithral / Weight Reduction: 60% (1.2 pounds)
Renewal	116,293	Damage Bonus: Fire 2d6 / Enhancement Bonus +3 / Resistance: Fire 10/-
Sickle	12	-
Sickle +1	1,631	Enhancement Bonus +1
Sickle +2	7,231	Enhancement Bonus +2
Sickle +3	16,832	Enhancement Bonus +3
Sickle +4	30,432	Enhancement Bonus +4
Sickle +5	48,032	Enhancement Bonus +5
Sickle of Holy Mourning	47,348	Extra Turning / Enhancement Bonus (Undead) +5 / Enhancement Bonus +2
Teneraard's Sickle	19,108	AC Dodge Modifier -1 / AC Natural Modifier -1 / Enhancement Bonus (Evil) +2 / Enhancement Bonus +1 / Enhancement Bonus: Strength +1

BLUNT WEAPONS

CLUBS

Base Damage: 1d6
Base Critical Threat: x2
Base Damage Type: Bludgeoning
Weapon Size: Medium
Feats Required: Simple, Druid, Monk or Wizard
Weight: 3.0

Weapon	Cost	Special Effects
Churchman's Cudgel *	21,782	Bonus Spell Slot: Cleric Level 1 / Enhancement Bonus +3
Club	2	-
Club +1	1,621	Enhancement Bonus +1
Club +2	7,222	Enhancement Bonus +2
Club +3	16,822	Enhancement Bonus +3
Club +4	30,422	Enhancement Bonus +4
Club +5	48,022	Enhancement Bonus +5
Club of Smiting	30,422	Enhancement Bonus +1 / On Hit: Slay Construct DC=14
Duskwood Club	82	Duskwood / Weight Reduction: 60% (1.8 pounds)
Gaharu *	74,422	Enhancement Bonus +2 / Enhancement Bonus: Strength +4
Gladiator's Club +1	5,446	Enhancement Bonus +1 / On Hit: Daze DC=14 75%/1 Round
Gladiator's Club +4	43,247	Charges: 50 / Enhancement Bonus +4 / On Hit: Daze DC=14 75%/1 Round
Ironwood Club	1,127	Attack Bonus +1 / Weight Reduction: 40% (1.2 pounds)
Old Bones *	83,373	Enhancement Bonus +2 / Use: Slay Living (9), 1 Use/Day / Vampiric Regeneration +2
Tethir-Wood Cudgel	21,781	Damage Bonus: Acid 1d6 / Enhancement Bonus +2
The Angry Soul	56,182	Damage Bonus: Electrical 1d6 / Enhancement Bonus +3 / On Hit: DC=14 50%/2 Rounds
Training Club	2	-
Watchman's Club	13,835	Bonus Feat: Alertness / Enhancement Bonus +1 / Light Low (10m) Yellow / Listen +2 / Spot +2
Will of the Lost	11,046	Enhancement Bonus +1 / Vampiric Regeneration +3
Zalantar Club	553	Damage Bonus: Magical 1 / Zalantar

LIGHT FLAILS

Base Damage: 1d8
Base Critical Threat: x2
Base Damage Type: Bludgeoning
Weapon Size: Medium
Feat Required: Martial
Weight: 5.0

Weapon	Cost	Special Effects
Adamantine Flail	1,547	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Flail	16	Alchemical Silver
Cold Iron Flail	16	Cold Iron
Darksteel Flail	567	Damage Bonus: Electrical 1 / Darksteel
Eberond's Flail	48,036	Enhancement Bonus +2 / Spell Resistance: 14
Flail +1	1,635	Enhancement Bonus +1
Flail +2	7,236	Enhancement Bonus +2
Flail +3	16,836	Enhancement Bonus +3
Flail +4	30,436	Enhancement Bonus +4
Flail +5	48,036	Enhancement Bonus +5
Flail of Destruction	21,795	Damage Bonus: Fire 1d6 / Enhancement Bonus +2
Flurry's End	73,532	Enhancement Bonus +3 / Enhancement Bonus: Dexterity +2 / Use: Haste (5) (1/Day)
Foundation +1	7,236	Enhancement Bonus +1 / On Hit: Knock DC=14
Foundation +4	48,036	Enhancement Bonus +4 / On Hit: Knock DC=14
Heirs of Osiris	10,276	Enhancement Bonus vs. Undead +4 / Enhancement Bonus +1
Light Flail	16	-
Mithral Flail	96	Mithral / Weight Reduction: 60% (3 pounds)
Writ of the Vizier	7,236	Charges: 50 / Enhancement Bonus +1 / On Hit: Fear DC=14 50%/2 Rounds

LIGHT HAMMERS

Base Damage: 1d4
Base Critical Threat: x2
Base Damage Type: Bludgeoning
Weapon Size: Small
Feat Required: Martial
Weight: 2.0

Weapon	Cost	Special Effects
Adamantine Light Hammer	1,533	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Light Hammer	1,533	Alchemical Silver
Cold Iron Light Hammer	2	Cold Iron
Daraz Hammer	7,317	Damage Bonus vs. Goblinoid: 1d8 Sonic / Damage Bonus: Sonic 1 / Enhancement Bonus +1
Darksteel Light Hammer	553	Damage Bonus: Electrical 1 / Darksteel
Forge Fire	21,781	Damage Bonus: Fire 1d6 / Enhancement Bonus +2

Hammer of Blasting	56,182	Damage Bonus: Electrical 1d6 / Enhancement Bonus +3 / On Hit: Knock DC=14
Hammer of Light	114,579	Damage Bonus vs. Outsider: 1d10 Bludgeoning / Enhancement Bonus +4 / Spell Resistance: 14 / Use: Light (5) (unlimited uses)
Hammer of the Beast	16,822	Enhancement Bonus +2 / On Hit: Slow DC=14 50%/2 Rounds
Light Hammer	2	-
Light Hammer +1	1,621	Enhancement Bonus +1
Light Hammer +2	7,317	Enhancement Bonus +2
Light Hammer +3	16,822	Enhancement Bonus +3
Light Hammer +4	30,422	Enhancement Bonus +4
Light Hammer +5	48,022	Enhancement Bonus +5
Mithral Light Hammer	82	Mithral / Weight Reduction: 60% (1.2 pounds)
Nagendra *	21,781	Damage Bonus: Sonic 1d6 / Enhancement Bonus +2
Storm +1	6,303	Damage Bonus: Electrical 1d4 / Enhancement Bonus +1
Storm +2	47,533	Damage Bonus: Electrical 1d6 / Enhancement Bonus +2 / Resistance: Electrical 10/-
Tapper *	57,022	Enhancement Bonus +3 / Use: Knock (3) (Unlimited Uses)
Thunderer •	79,382	Damage Bonus: Electrical 1d6 / Enhancement Bonus +2 / On Hit: Deafness DC=18 50%/2 Rounds

MACES

Base Damage: 1d6
Base Critical Threat: x2
Base Damage Type: Bludgeoning
Weapon Size: Small
Feats Required: Simple or Rogue
Weight: 4.0

Weapon	Cost	Special Effects
Adamantine Mace	1,541	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Mace	10	Alchemical Silver
Champion's Fist	75,286	Attack Bonus vs. Evil +5 / Damage Bonus vs. Evil: 2d6 Bludgeoning / Enhancement Bonus +3
Cold Iron Mace	10	Cold Iron
Darksteel Mace	561	Damage Bonus: Electrical 1 / Darksteel
Fist of the Legion	7,230	Enhancement Bonus +1 / On Hit: Stun DC=14 50%/2 Rounds
Kiss of Sune	16,830	Charges: 50 / Enhancement Bonus +1 / On Hit: Hold DC=14 50%/2 Rounds
Lesser Mace of Disruption	24,510	Light Bright (20m) Yellow / On Hit: Slay Undead DC=14 / Only Useable by Cleric or Paladin
Loremaster's Mace	188,190	Bonus Feat: Extra Turning / Damage Bonus: Divine 1d6 / Enhancement Bonus +4 / Enhancement Bonus: Wisdom +3
Mace	10	-
Mace +1	1,629	Enhancement Bonus +1
Mace +2	7,230	Enhancement Bonus +2
Mace +3	16,830	Enhancement Bonus +3
Mace +4	30,430	Enhancement Bonus +4
Mace +5	48,030	Enhancement Bonus +5
Mace of Disruption +2	4,908	Enhancement Bonus vs. Undead +2 / Enhancement Bonus +1
Mace of Disruption +5	19,261	Damage Bonus vs. Undead: 1d8 Fire / Enhancement Bonus vs. Undead +5 / Enhancement Bonus +1
Mithral Mace	90	Mithral / Weight Reduction: 60% (2.4 pounds)
Orccrusher *	69,748	Damage Bonus vs. Half-Orc or Orc: 2d6 Bludgeoning / Enhancement Bonus vs. Half-Orc or Orc +4 / Enhancement Bonus +2
Petty's Tempest	36,990	Damage Bonus: Electrical 1d6 / Enhancement Bonus +2 / On Hit: Slow DC=14 50%/2 Rounds
Pharaoh's Mace *	295,255	Bonus Feat: Extra Turning / Enhancement Bonus +2 / On Hit: Slay Undead DC=22
Planar Mace	21,330	Enhancement Bonus vs. Outsiders +4 / Enhancement Bonus +2
Soldier's Might	66,711	Damage Bonus: Cold 1d4 / Enhancement Bonus +2 / Immunity: Mind-Affecting Spells
St. Sollars' Mace •	14,590	Bonus Hitpoints: +10 / 2 Bonus Spell Slots: Cleric and Paladin Level 1 / Enhancement Bonus +2

MORNINGSTARS

Base Damage: 1d8
Base Critical Threat: x2
Base Damage Type: Bludgeoning & Piercing
Weapon Size: Medium
Feats Required: Simple or Rogue
Weight: 6.0

Weapon	Cost	Special Effects
Adamantine Morningstar	1,547	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Morningstar	16	Alchemical Silver
Bone Breaker •	38,736	Bonus Feat: Knockdown / Enhancement Bonus +3
Bone Phoenix	10,596	Charges: 50 / Damage Bonus: Fire 1d6 / Enhancement Bonus +1
Circling Star	31,696	Damage Bonus: Electrical 1d6 / Enhancement Bonus +2 / Spot +4
Cold Iron Morningstar	16	Cold Iron
Darksteel Morningstar	567	Damage Bonus: Electrical 1 / Darksteel
Drone +1	7,236	Enhancement Bonus +1 / On Hit: Slow DC=14 50%/2 Rounds
Drone +4	79,396	Damage Bonus: Sonic 1d6 / Enhancement Bonus +4 / On Hit: Slow DC=14 50%/2 Rounds
Mithral Morningstar	96	Mithral / Weight Reduction: 60% (3.6 pounds)
Morningstar	16	-
Morningstar +1	1,635	Enhancement Bonus +1
Morningstar +2	7,236	Enhancement Bonus +2
Morningstar +3	16,836	Enhancement Bonus +3
Morningstar +4	30,436	Enhancement Bonus +4
Morningstar +5	48,036	Enhancement Bonus +5
One of Many	7,504	Damage Bonus: Electrical 1 / Enhancement Bonus +1 / Parry +3
Sleepwalker Kin	30,436	Enhancement Bonus +2 / On Hit: Sleep DC=14 50%/2 Rounds
The Good Day *	38,736	Enhancement Bonus +2 / On Hit: Drain Constitution DC=14
The Sun's Rays *	21,795	Damage Bonus: Fire 1d6 / Enhancement Bonus +2

WARHAMMERS

Base Damage: 1d8
Base Critical Threat: x3
Base Damage Type: Bludgeoning
Weapon Size: Medium
Feat Required: Martial
Weight: 5.0

Weapon	Cost	Special Effects
Adamantine Warhammer	1,555	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Warhammer	24	Alchemical Silver
Cold Iron Warhammer	24	Cold Iron
Darksteel Warhammer	575	Damage Bonus: Electrical 1 / Darksteel
Hammer of Justice	8,347	Enhancement Bonus vs. Chaotic +2 / Enhancement Bonus +1
Hammer of Marish *	46,319	Damage Bonus: Sonic 1d6 / Enhancement Bonus +2 / Use: Shield of Faith (5), 3 Uses/Day
Hammer of the Lost Empire	134,504	Damage Bonus: Fire 1d6 / Enhancement Bonus +3 / Enhancement Bonus: Strength +2 / Regeneration +1
Hammer of the Wisp	21,803	Charges: 50 / Enhancement Bonus +2 / Light Normal (15m) Blue / On Hit: Fear DC=14 50%/2 Rounds

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Hammer of Thunderbolts	106,604	Damage Bonus: Electrical 1d6 / Enhancement Bonus +5 / On Hit: Stun DC=14 75%/1 Round
Lesser Rift Hammer	10,604	Damage Bonus: Sonic 1d6 / Enhancement Bonus +1
Might Makes Right *	32,024	Enhancement Bonus +2 / Enhancement Bonus: Strength +2 / Adamantine
Mithral Warhammer	104	Mithral / Weight Reduction: 60% (3 pounds)
Mockery of Mail •	12,699	Enhancement Bonus +2 / Massive Criticals: 2d8
Rift Hammer	232,225	Damage Bonus: Sonic 1d8 / Enhancement Bonus +6
Rune Hammer +1	11,544	Enhancement Bonus +1 / Spell Resistance 10
Rune Hammer +2	69,644	Charges: 50 / Enhancement Bonus +3 / Spell Resistance: 14
Warhammer	24	-
Warhammer +1	1,643	Enhancement Bonus +1
Warhammer +2	7,244	Enhancement Bonus +2
Warhammer +3	16,844	Enhancement Bonus +3
Warhammer +4	30,444	Enhancement Bonus +4
Warhammer +5	48,044	Enhancement Bonus +5

WARMACES

Base Damage: 1d12
Base Critical Threat: 20/x2
Base Damage Type: Bludgeoning
Weapon Size: Large
Feat Required: Martial
Weight: 9.0

Weapon	Cost	Special Effects
Adamantine Warmace	1,581	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Warmace	50	Alchemical Silver
Ardulia's Fall	16,870	Enhancement Bonus +2 / On Hit: Slow DC=14 25%/3 Rounds
Balafour's Gnashing Rod	459,130	Bonus Feats: Combat Casting & Greater Spell Penetration / Enhanc ement Bonus +3 / Enhancement Bonus: Charisma +2 / Alchemical Silver / Only useable by Warlock / Use: Flee the Scene (3/Day) / Use: Hideous Blow (unlimited uses)
Bruiser *	48,070	Enhancement Bonus +3 / On Hit: Stun DC=18 25%/3 Rounds
Cold Iron Warmace	50	Cold Iron
Darksteel Warmace	601	Damage Bonus: Electrical 1 / Darksteel
Ebon Warmace	23,170	Enhancement Bonus +1 / On Hit: Ability Drain DC=14 Strength
Iron Helm, Iron Boot *	43,295	Enhancement Bonus +3 / Immunity: Knockdown / Keen
Ironwood Warmace +1	2,470	Enhancement Bonus +1 / Weight Reduction: 60% (5.4 pounds)
Ironwood Warmace +3	19,270	Enhancement Bonus +3 / Weight Reduction: 60% (5.4 pounds)
Krotan's Skullcrusher	6,529	Damage Bonus vs. Goblinoid, Half-Orc or Orc: 1d6 Cold / Enhancement Bonus +1
Mithral Warmace	130	Mithral / Weight Reduction: 60% (5.4 pounds)
Stoutcorps Key	18,050	Enhancement Bonus +1 / Enhancement Bonus: Strength +2
Warmace	50	-
Warmace +1	1,669	Enhancement Bonus +1
Warmace +2	7,270	Enhancement Bonus +2
Warmace +3	16,870	Enhancement Bonus +3
Warmace +4	30,470	Enhancement Bonus +4
Warmace +5	48,070	Enhancement Bonus +5
Wolfsbane •	40,386	Enhancement Bonus +3 / Alchemical Silver / Use: Summon Creature III (5), 1 Use/Day

DOUBLE-SIDED

QUARTERSTAFFS

Base Damage: 1d6
Base Critical Threat: x2
Base Damage Type: Bludgeoning
Weapon Size: Large
Feats Required: Simple, Druid, Monk, Rogue or Wizard
Weight: 4.0

Weapon	Cost	Special Effects
Aiedo Wither-Stick	23,122	Enhancement Bonus +1 / On Hit: Ability Drain DC=14 Strength
Blackforest Staff	10,277	Enhancement Bonus vs. Good: +1 / Use: Protection From Alignment (2), 3 Uses/Day / Vampiric Regeneration +1
Duskwood Quarterstaff	553	Damage Bonus: Magical 1 / Duskwood
Ironwood Quarterstaff	1,127	Attack Bonus +1 / Weight Reduction: 40% (1.6 pounds)
Mage Shield *	35,282	Armor Bonus +3 (AC Deflection Modifier) / Bonus Spell Slot: Wizard Level 1 / Enhancement Bonus +1
Monk's Friend *	74,422	Enhancement Bonus +2 / Enhancement Bonus: Wisdom +4
Negastaff	11,522	Enhancement Bonus +1 / On Hit: Blindness DC=14 25%/3 Rounds
Old Hickory •	41,337	Enhancement Bonus +3 / Use: Entangle (5), 3 Uses/Day
Quarterstaff	2	-
Quarterstaff +1	1,621	Enhancement Bonus +1
Quarterstaff +2	7,222	Enhancement Bonus +2
Quarterstaff +3	16,822	Enhancement Bonus +3
Quarterstaff +4	30,422	Enhancement Bonus +4
Quarterstaff +5	48,022	Enhancement Bonus +5
Remembrance	79,382	Armor Bonus +2 (AC Deflection Modifier) / Enhancement Bonus +3 / Spell Resistance: 10
Staff of Ascension	62,918	Armor Bonus +1 (AC Deflection Modifier) / Bonus Spell Slot: Druid Level 2 / Enhancement Bonus +2 / Only Usable By: Druid / Regeneration +1 / Use: Entangle (2), 3 Uses/Day
Staff of Curing	4,974	Heal +5 / Use: Cure Serious Wounds (5) 2 Charges/Use
Thornshield	527,314	Armor Bonus +4 (AC Deflection Modifier) / Enhancement Bonus +4 / Resistance: Bludgeoning 5/- / Resistance: Piercing 5/- / Resistance: Slashing 5/-
Zalantar Quarterstaff	553	Damage Bonus: Electrical 1 / Zalantar

MAGE SPECIFIC-RODS, STAFFS, WANDS

MAGIC RODS

Weight: 5.0

Weapon	Cost	Special Effects
Rod of Beguiling	6,880	Charges: 50 / Use: Charm Person (2), 1 Charge/Use / Use: Dominate Person (7), 2 Charges/Use
Rod of Frost	801	Only Useable by Bard, Sorcerer or Wizard / Use: Ray of Frost (1) (unlimited uses)
Rod of Resurrection	7,979	Charges: 50 / Use: Resurrection (13), 5 Charges/Use
Rod of Reversal	4,680	Charges: 50 / Use: Dispel Magic (5), 3 Charges/Use / Use: Greater Dispelling (7), 5 Charges/Use
Rod of Terror	5,076	Charges: 50 / Use: Cause Fear, 1 Charge/Use / Use: Fear (3), 3 Charges/Use
Rod of the Ghost	5,026	Use: Ghostly Visage (3), 1 Use/Day
Rod of Thunder and Lightning	891	Only Useable by Sorcerer or Wizard / Use: Chain Lightning (20), 1 Use/Day / Use: Sound Burst (3), Unlimited Uses

MAGIC STAFFS

Base Damage: 1d6
Base Critical Threat: x2
Base Damage Type: Bludgeoning
Weapon Size: Medium
Feats Required: Simple, Druid, Monk, Rogue or Wizard
Weight: 5.0

Weapon	Cost	Special Effects
Staff of Balpheron	N/A	Ability Score Penalty: Constitution -2 / Ability Score Penalty: Strength -2 / Armor Bonus +4 (AC Deflection Modifier) / Bonus Spell Slots: Sorcerer Level 7, Sorcerer Level 8, Wizard Level 7, Wizard Level 8 / Enhancement Bonus +1 / Material: Alchemical Silver / On Hit: Shocking Grasp Level 3 / Only Usable By: Sorcerer, Wizard / Spell Resistance: 20
Staff of Command	25,266	Immunity: Mind-Affecting Spells / Use: Charm Monster (5) 5 Charges/Use / Use: Charm Person (2) 2 Charges/Use / Use: Dominate Person (7) 5 Charges/Use
Staff of Defense	12,714	Armor Bonus +2 (AC Deflection Modifier) / Only Useable By Sorcerer or Wizard / Use: Ghostly Visage (3), 2 Charges/Use / Use: Mage Armor (2), 1 Charge/Use / Use: Protection from Alignment (5), 3 Charges/Use
Staff of Power	N/A	Only Usable By Sorcerer, Wizard / Use: Fireball (5), 3 Charges/Use / Use: Magic Missile (5), 2 Charges/Use / Use: Ray of Enfeeblement (2), 1 Charge/Use
Staff of the Holy	6,122	Only Useable By Cleric / Use: Aid (3), 2 Charges/Use / Use: Cure Light Wounds (5), 1 Charge/Use / Use: Cure/Moderate Wounds (6), 3 Charges/Use
Staff of the Magi	N/A	Armor Bonus +4 (AC Deflection Modifier) / Enhancement Bonus +1 / On Hit: Shocking Grasp Level 1 / Only Useable By: Sorcerer, Wizard / Spell Resistance: 24 / Use: Assay Resistance, 4 Charges/Use / Use: Cone of Cold (15), 5 Charges/Use / Use: Dispel Magic (10), 3 Charges/Use / Fireball (10), 3 Charges/Use / Improved Mage Armor, 3 Charges/Use / Use: Invisibility (3), 2 Charges/Use / Use: Isaac's Lesser Missile Storm (13), 4 Charges/Use / Use: Lesser Mind Blank (9), 5 Charges/Use / Use: Lesser Spell Mantle (9), 5 Charges/Use / Use: Lightning Bolt (10), 3 Charges/Use / Use: Magic Missile (9), 1 Charge/Use / Use: Protection from Evil, 1 Charge/Use / Use: Stoneskin (7), 4 Charges/Use / Use: Unique Power Self Only Single Use / Use: Wall of Fire (9), 4 Charges/Use / Web (3), 2 Charges/Use
Staff of Valmaxian	66,147	Attack Bonus +2 (AC Deflection Modifier) / Enhancement Bonus +3 / Only Useable By Sorcerer, Wizard / Use: Chain Lightning (11), 5 Charges/Use / Use: Ethereal Visage (9), 5 Charges/Use / Use: Fireball (5), 3 Charges/Use
Rakshasa Staff	140,908	Bonus Spell Slots: Sorcerer Level 4 & 5, Wizard Level 4 & 5 / Damage Bonus: Fire 1d8 / Use: Charm Monster (10), 4 Charges/Use / Use: Charm Person (10), 4 Charges/Use / Use: Dominate Person (7), 2 Charges/Use
Withering	168,458	Enhancement Bonus +6 / Only Useable by Pale Master / Use: Animate Dead (15), 3 Uses/Day

MAGIC WANDS

Charges: 50
Weight: 1.0

Weapon	Cost	Special Effects
Wand of Arcane Disjunction	3,528	Use: Dispel Magic (5), 2 Charges/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Fear	2,352	Use: Fear (5), 3 Charges/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Fire	1,411	Use: Fireball (5), 5 Charges/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Frost	121	Use: Ray of Frost (1), 1 Charge/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Lesser Summoning	1,508	Use: Summon Creature II (3), 2 Charges/Use
Wand of Lightning	1,411	Use: Lightning Bolt (5), 5 Charges/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Missiles	1,499	Use: Magic Missile (3), 1 Charge/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Paralyzation	2,553	Use: Hold Monster (7), 5 Charges/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Sleep	998	Use: Sleep (2), 1 Charge/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Stinking Cloud	2,352	Use: Stinking Cloud (5), 3 Charges/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of Summoning	2,553	Use: Summon Creature IV (7), 5 Charges/Use / Only Useable by Bard, Sorcerer or Wizard
Wand of the Heavens	2,553	Use: Flame Strike (7), 5 Charges/Use / Only Useable by Cleric or Paladin
Whistling Sling *	31,207	Attack Bonus +2 / Unlimited Bullets: +1d6 Cold

POLEARMS

HALBERDS

Base Damage: 1d10
Base Critical Threat: x3
Base Damage Type: Piercing and Slashing
Weapon Size: Large
Feat Required: Martial
Weight: 12.0

Weapon	Cost	Special Effects
Adamantine Halberd	1,551	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Halberd	20	Alchemical Silver
Arc Asunder	21,536	Damage Bonus: Electrical 1d6 / Enhancement Bonus +1 / Light Low (10m) Blue / Parry +4
Cold Iron Halberd	20	Cold Iron
Cruel Halberd	34,631	Enhancement Bonus +3 / Keen / Massive Criticals: 1d6
Darksteel Halberd	571	Damage Bonus: Electrical 1 / Darksteel
Halberd	20	-
Halberd +1	1,639	Enhancement Bonus +1
Halberd +2	7,240	Enhancement Bonus +2
Halberd +3	16,840	Enhancement Bonus +3
Halberd +4	30,440	Enhancement Bonus +4
Halberd +5	48,040	Enhancement Bonus +5
Hedge Trimmer •	37,000	Bonus Feat: Cleave / Damage Bonus: Cold 1d6 / Enhancement Bonus +2
Longcutter *	25,145	Use: Blindness/Deafness (3), 3 Uses/Day
Mithral Halberd	100	Mithral / Weight Reduction: 60% (7.2 pounds)
Ravager +1	10,600	Damage Bonus: Sonic 1d6 / Enhancement Bonus +1
Ravager +4	73,225	Damage Bonus: Sonic 1d6 / Enhancement Bonus +4 / On Hit: Daze DC=14 50%/2 Rounds
Venom Halberd	28,521	Enhancement Bonus +2 / On Hit: Poison DC=16 1d2 / Constitution Damage
Water's Edge	30,440	Enhancement Bonus +1 / On Hit: Slay Racial Group DC=14 / Elemental
Waves Along the Shore *	38,740	Bonus Feat: Knockdown / Enhancement Bonus +3
Will of Atar	10,600	Damage Bonus: Fire 1d6 / Enhancement Bonus +1
Dragon's Breath	79,400	Damage Bonus: Fire 1d6 / Enhancement Bonus +4 / On Hit: Stun DC=14 75%/1 Round

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

SCYTHES

Base Damage: 2d4
Base Critical Threat: x4
Base Damage Type: Piercing and Slashing
Weapon Size: Large
Feat Required: Martial
Weight: 10.0

Weapon	Cost	Special Effects
Adamantine Scythe	1,567	Damage Bonus: Magical 2 / Adamantine
Alchemical Silver Scythe	36	Alchemical Silver
Caput Mortuum *	114,126	Enhancement Bonus +2 / Keen / Use: Circle of Death (11), 1 Use/Day
Cold Iron Scythe	36	Cold Iron
Darksteel Scythe	587	Damage Bonus: Electrical 1 / Darksteel
Death's Handmaiden	80,681	Enhancement Bonus +4 / Keen / Vampiric Regeneration +3
King's Scythe	30,456	Enhancement Bonus +2 / Keen / On Hit: Slow DC=14 50%/2 Rounds
Mithral Scythe	116	Mithral / Weight Reduction: 60% of Weight
Nature's Scythe	10,296	Enhancement Bonus vs. Human +4 / Enhancement Bonus +1
Scythe	36	-
Scythe +1	1,655	Enhancement Bonus +1
Scythe +2	7,256	Enhancement Bonus +2
Scythe +3	16,856	Enhancement Bonus +3
Scythe +4	30,456	Enhancement Bonus +4
Scythe +5	48,056	Enhancement Bonus +5
Sea Reaver +1	3,666	Enhancement Bonus +1 / Use: Resist Elements (3) 3 Charges/Use
Sea Reaver +2	15,746	Damage Bonus (Elemental): 1d6 / Enhancement Bonus +2 / Use: Resist Elements (3) 1 Charge/Use
The Mower •	22,114	Bonus Feat: Cleave / Enhancement Bonus +2 / Massive Criticals: 1d8
The Sowing Fields	45,161	Damage Bonus: Fire 2 / Enhancement Bonus +3 / Massive Criticals: 1d12
Verdant Crescent *	38,756	Enhancement Bonus +2 / On Hit: Poison DC=18 1d2 Strength Damage
Wicked Union	22,480	Enhancement Bonus +1 / On Hit: Stun DC=14 75%/1 Round / Vampiric Regeneration +3

SPEARS

Base Damage: 1d8
Base Critical Threat: x3
Base Damage Type: Piercing
Weapon Size: Large
Feats Required: Simple or Druid
Weight: 6.0

Weapon	Cost	Special Effects
Black Kumade	23,140	Enhancement Bonus +2 / Spell Resistance: 10
Briarspike	21,799	Damage Bonus: Acid 1d6 / Enhancement Bonus +2
Duskwood Spear	100	Duskwood / Weight Reduction: 60% (3.6 pounds)
Fey Spear +1	5,464	Charges: 50 / Enhancement Bonus +1 / On Hit: Daze DC=14 75%/1 Round
Fey Spear +3	79,400	Charges: 50 / Damage Bonus: Electrical 1d6 / Enhancement Bonus +3 / On Hit: Sleep DC=14 50%/2 Rounds
Gungne •	37,000	Damage Bonus: Electrical 1d6 / Enhancement Bonus +3
Heartwood Spear	73,225	Damage Bonus: Acid 1d6 / Enhancement Bonus +4 / On Hit: Daze DC=14 75%/1 Round
Huntsman's Spear *	20,181	Damage Bonus vs. Animal or Beast: 2d6 Bludgeoning / Enhancement Bonus +2
Spear	20	-
Spear +1	1,639	Enhancement Bonus +1
Spear +2	7,240	Enhancement Bonus +2
Spear +3	16,840	Enhancement Bonus +3
Spear +4	30,440	Enhancement Bonus +4
Spear +5	48,040	Enhancement Bonus +5
Spear of Death *	149,816	Enhancement Bonus +3 / Use: Finger of Death (13), 1 Use/Day
Spear of Withering	23,140	Enhancement Bonus +1 / On Hit: Drain Constitution DC=14
The Captain's Spear	89,121	Damage Bonus: Divine 2 / Enhancement Bonus +3 / Enhancement Bonus Strength +1 / Use: Stoneskin (7), 1 Use/Day
Vengeance of Asenath *	733,464g	Enhancement Bonus +2 / Keen / On Hit: Mordenkainen's Disjunction DC-20 / Only Useable by Sorcerer
Zalantar Spear	571	Damage Bonus: Magical 1 / Zalantar

RANGED WEAPONS

HEAVY CROSSBOWS

Base Damage: 1d10
Base Critical Threat: 19-20/x2
Base Damage Type: Piercing
Weapon Size: Medium
Feats Required: Simple, Monk, Rogue or Wizard
Weight: 8.0
Ammunition: Bolts

Weapon	Cost	Special Effects
Crossbow of Accuracy	15,668	Attack Bonus +5 / Concentration +2
Crossbow of Enchantment	9,409	Attack Bonus +3 / Use: Dominate Person (7) 5 Charges/Use
Duskwood Heavy Crossbow	10,911	Attack Bonus +3 / Weight Reduction: 60% (4.8 pounds)
Feywarden Crossbow	5,778	Attack Bonus (Orc): +5 / Attack Bonus +2
Glorious Revolution	38,996	Attack Bonus (Evil): +5 / Attack Bonus +2 / Spell Resistance: 10
Graceblood Bow	10,904	Attack Bonus +5 / Haste
Heavy Crossbow	100	-
Heavy Crossbow +1	504	Attack Bonus +1
Heavy Crossbow +2	1,905	Attack Bonus +2
Heavy Crossbow +3	4,305	Attack Bonus +3
Heavy Crossbow +4	7,705	Attack Bonus +4
Heavy Crossbow +5	12,105	Attack Bonus +5
Locust Crossbow •	83,304	Attack Bonus +3 / Unlimited Bolts: +3 Damage
Longshot *	24,251	Armor Bonus +1 (AC Deflection Modifier) / Attack Bonus +3 / Improved Saving Throws (All) +1
Nimble Crossbow	13,104	Attack Bonus +1 / Enhancement Bonus: Dexterity +2
Plate-Piercer *	5,014	Attack Bonus +2 / Massive Criticals: 2d8
Shederran Heavy Crossbow	2,001	Attack Bonus +2
Zalantar Heavy Crossbow	551	Attack Bonus +1

LIGHT CROSSBOWS

Base Damage: 1d8
Base Critical Threat: 19-20/x2
Base Damage Type: Piercing
Weapon Size: Small
Feats Required: Simple, Monk, Rogue or Wizard
Weight: 4.0
Ammunition: Bolts

Weapon	Cost	Special Effects
Crossbow of Affliction	12,544	Attack Bonus +5 / Massive Criticals: 1d6 Damage Vulnerability: Bludgeoning (10%)
Crossbow of Murder	18,100	Attack Bonus +5 / Massive Criticals: 2d6
Crossbow of the High Forest	28,195	Attack Bonus +4 / Regeneration +1
Crossbow of the Unicorn	70,874	Attack Bonus +5 / Haste
Duskwood Light Crossbow	10,881	Attack Bonus +3 / Weight Reduction: 60% of Weight

Hammer & Nails •	8,090	Attack Bonus +2 / Extra Ranged Damage: Bludgeoning / Massive Criticals: 2d6
Light Crossbow	70	-
Light Crossbow +1	474	Attack Bonus +1
Light Crossbow +2	1,875	Attack Bonus +2 / Enhancement Bonus: Dexterity +1
Light Crossbow +3	4,275	Attack Bonus +3
Light Crossbow +4	7,675	Attack Bonus +4
Light Crossbow +5	12,075	Attack Bonus +5
Outrider's Flight	8,070	Attack Bonus +2 / Enhancement Bonus: Dexterity +1
Ruby Crossbow	17,275	Attack Bonus +3 / Use: Cause Fear 1 Use/Day
Shederran Light Crossbow	1,971	Attack Bonus +2
Swift Flier *	39,674	Attack Bonus +2 / Haste
True Crossbow *	91,195	Attack Bonus +2 / Regeneration +3
Zalantar Light Crossbow	521	Attack Bonus +1

LONGBOWS

Base Damage: 1d8
Base Critical Threat: x3
Base Damage Type: Piercing
Weapon Size: Large
Feats Required: Martial or Elf
Weight: 3.0
Ammunition: Arrows

Weapon	Cost	Special Effects
Bow of the Black Archer *	61,422	Attack Bonus vs. Elf +4 / Attack Bonus +2 / Unlimited Arrows: +2 Damage
Coldheart *	39,532	Attack Bonus +2 / Massive Criticals: 1d10 / Unlimited Arrows: +1d6 Cold
Composite Longbow +1	2,911	Attack Bonus +1 / Mighty +3
Composite Longbow +2	7,561	Attack Bonus +2 / Mighty +4
Composite Longbow +3	14,461	Attack Bonus +3 / Mighty +5
Composite Longbow +4	20,311	Attack Bonus +4 / Mighty +5
Composite Longbow +5	27,161	Attack Bonus +5 / Mighty +5
Duskwood Longbow	10,961	Mighty +6 / Weight Reduction: 60% of Weight
Elven Court Bow	9,611	Attack Bonus +3 / Mighty +3 / Skill Bonus: Perform +8
Falling Star •	31,355	Attack Bonus +2 / Unlimited Arrows: +1d6 Fire
Longarm	25,355	Attack Bonus +2 / Enhancement Bonus: Strength +2 / Extra Ranged Damage: Bludgeoning
Longbow	150	-
Longbow +1	555	Attack Bonus +1
Longbow +2	1,955	Attack Bonus +2
Longbow +3	4,355	Attack Bonus +3
Longbow +4	7,755	Attack Bonus +4
Longbow +5	12,155	Attack Bonus +5
North Wind Bow	49,651	Attack Bonus +3 / Mighty +3 / Resistance: Cold 20/-
Ripper	59,011	Attack Bonus +3 / Immunity: Mind-Affecting Spells / Mighty +4
Shederran Longbow	2,051	Mighty +4
Taralash	101,112	Attack Bonus +4 / Haste / Mighty +4 / Spot +4
Tearsdale Bow	4,211	Attack Bonus +1 / Mighty +4
Uthgardt Heavy Bow	37,734	Attack Bonus +4 / Massive Criticals: 1d6 / Mighty +6
Zalantar Longbow	601	Mighty +2

SHORTBOWS

Base Damage: 1d6
Base Critical Threat: x3
Base Damage Type: Piercing
Weapon Size: Medium
Feats Required: Martial, Rogue or Elf
Weight: 2.0
Ammunition: Arrows

Weapon	Cost	Special Effects
Bow of Flaming Wrath	70,271	Attack Bonus +4 / Mighty +4 / Unlimited Ammo: Arrow Ammo: +1d6 / Fire
Composite Shortbow +1	2,821	Attack Bonus +1 / Mighty +3
Composite Shortbow +2	7,471	Attack Bonus +2 / Mighty +4
Composite Shortbow +3	14,371	Attack Bonus +3 / Mighty +5
Composite Shortbow +4	20,221	Attack Bonus +4 / Mighty +5
Composite Shortbow +5	27,071	Attack Bonus +5 / Mighty +5
Duskwood Shortbow	10,871	Mighty +6 / Weight Reduction: 60% of Weight
Eaglebow	9,133	Attack Bonus +3 / Search +2 / Spot +2
Horseman's Bow *	4,265	Attack Bonus +3 / Bonus Hitpoints: +15
Lesser Oathbow	10,987	Attack Bonus +3 / Massive Criticals: 1d4 / Mighty +3
Lilting Note	25,052	Attack Bonus +3 / Mighty +3 / Skill Bonus: Perform +8
Phantom Bow	107,011	Attack Bonus +3 / Haste / Mighty +3 / Use: Phantasmal Killer 1 Use/Day
Shederran Shortbow	1,961	Mighty +4
Shortbow	60	-
Shortbow +1	464	Attack Bonus +1
Shortbow +2	1,865	Attack Bonus +2
Shortbow +3	4,265	Attack Bonus +3
Shortbow +4	7,665	Attack Bonus +4
Shortbow +5	12,065	Attack Bonus +5
Strongheart's Aim	9,391	Attack Bonus +1 / Improved Saving Throws: Fortitude +2 / Mighty +2
Tansheron's Bow	23,865	Attack Bonus +1 / Unlimited Ammo: Arrow Ammo: +1d6 / Lightning
The Dove •	78,052	Attack Bonus +3 / Use: Charm Monster (5), 2 Uses/Day / Use: Charm Person (10), 2 Uses/Day
White Dragon Bow *	31,265	Attack Bonus +2 / Unlimited Arrows: +1d6 Cold
Zalantar Shortbow	511	Mighty +2

SLINGS

Base Damage: 1d4
Base Critical Threat: x2
Base Damage Type: Bludgeoning
Weapon Size: Small
Feats Required: Simple, Druid or Monk
Weight: 0.1
Ammunition: Bullets

Weapon	Cost	Special Effects
Charming Sling	25,207	Charges: 50 / Attack Bonus +3 / Enhancement Bonus: Charisma +2
Giant Feller •	5,680	Attack Bonus vs. Giant +5 / Attack Bonus +2
Gruumsh's Other Eye *	4,517	Attack Bonus +2 / Massive Criticals: 2d6
Sling	2	-
Sling +1	406	Attack Bonus +1
Sling +2	1,807	Attack Bonus +2
Sling +3	4,207	Attack Bonus +3
Sling +4	7,607	Attack Bonus +4
Sling +5	12,007	Attack Bonus +5
Sling of Arvoreen	95,913	Charges: 50 / Attack Bonus +4 / Freedom of Movement / Mighty +4
Sling of Force	36,553	Charges: 50 / Attack Bonus +3 / Enhancement Bonus: Strength +2 / Mighty +3
Sling of Seeking	13,366	Attack Bonus vs. Goblinoid +1 / Attack Bonus +5
Sunlight Sling	5,680	Attack Bonus vs. Undead +3 / Attack Bonus +2 / Light Low (10m) White
Tempertuppin's Ever-Thrower	23,807	Attack Bonus +1 / Unlimited Bullets: +1d6 Fire
Whistling Sling *	31,207	Attack Bonus +2 / Unlimited Bullets: +1d6 Cold

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

THROWING WEAPONS

DARTS

Base Damage: 1d4
Base Critical Threat: x2
Base Damage Type: Piercing
Weapon Size: Small
Feats Required: Simple, Druid or Rogue
Weight: 0.0

Weapon	Cost	Special Effects
Acid Dart (50)	300	Damage Bonus: Acid 1d4 / Enhancement Bonus +1
Asp's Nest (50)	450	Enhancement Bonus +1 / On Hit: Poison DC=14 1d2 Constitution Damage
Dart (50)	1	-
Dart +1 (50)	50	Enhancement Bonus +1
Dart +2 (50)	350	Enhancement Bonus +2
Dart +3 (50)	800	Enhancement Bonus +3
Dart +4 (50)	1,500	Enhancement Bonus +4
Dart +5 (50)	2,400	Enhancement Bonus +5
Dart of Accuracy (50)	2,400	Enhancement Bonus +5
Dart of Stunning (50)	350	Enhancement Bonus +1 / On Hit: Stun DC=14 50%/2 Rounds
Ice Dart (50)	300	Damage Bonus: Cold 1d4 / Enhancement Bonus +1

SHURIKEN

Base Damage: 1d2
Base Critical Threat: x2
Base Damage Type: Piercing
Weapon Size: Tiny
Feats Required: Exotic or Monk
Weight: 0.0

Weapon	Cost	Special Effects
Dragon's Tail (50)	550	Damage Bonus: Fire 1d4 / Enhancement Bonus +2
Grains of Sand (50)	300	On Hit: Sleep DC=14 50%/2 Rounds
Many Talons (50)	200	Damage Bonus vs. Good: 1d4 Acid / Enhancement Bonus +1 / Vampiric Regeneration +1
Shining Light (50)	500	Enhancement Bonus +2 / On Hit: Daze DC=14 50%/2 Rounds
Shuriken (50)	1	-
Shuriken +1 (50)	50	Enhancement Bonus +1
Shuriken +2 (50)	250	Enhancement Bonus +2
Shuriken +3 (50)	600	Enhancement Bonus +3
Shuriken +4 (50)	1,100	Enhancement Bonus +4
Shuriken +5 (50)	1,800	Enhancement Bonus +5
Stars of Oju-do (50)	200	Damage Bonus: Cold 1d4 / Enhancement Bonus +1

THROWING AXES

Base Damage: 1d6
Base Critical Threat: x2
Base Damage Type: Slashing
Weapon Size: Small
Feat Required: Martial
Weight: 0.0

Weapon	Cost	Special Effects
Axe of the Coming Storm (50)	1,750	Damage Bonus: Electrical 1d4 / Enhancement Bonus +3
Black Raven Axe (50)	450	Enhancement Bonus +1 / On Hit: Fear DC=14 50%/2 Rounds
Fire Axe (50)	600	Damage Bonus: Fire 1d4 / Enhancement Bonus +1 / Mighty 2
Rifthome Axe (50)	1,600	Enhancement Bonus +3
Throwing Axe (50)	1	-
Throwing Axe +1 (50)	100	Enhancement Bonus +1
Throwing Axe +2 (50)	450	Enhancement Bonus +2
Throwing Axe +3 (50)	1,050	Enhancement Bonus +3
Throwing Axe +4 (50)	1,900	Enhancement Bonus +4
Throwing Axe +5 (50)	3,000	Enhancement Bonus +5
Thunderbeast Axe (50)	1,750	Damage Bonus: Sonic 1d4 / Enhancement Bonus +3

THROWN EXPLOSIONS

Base Damage Type: Grenadelike
Weight: 0.3

Weapon	Cost	Special Effects
Acid Bomb	1,294	Use: Acidbomb Single Use
Acid Flask	19	Use: Acid Flask Single Use (1d6 Acid)
Alchemist's Fire	18	Use: Alchemist's Fire Single Use (1d6) / Coat Weapon for 1d4 Fire Bonus
Choking Powder	36	Use: Choking Powder Single Use (5-Round Cloud; Fortitude Save or Dazed)
Fire Bomb	1,294	Use: Firebomb Single Use
Greater Acid Flask	86	Use: Acid Flask Single Use (1d10 Acid)
Greater Alchemist's Fire	81	Use: Alchemist's Fire Single Use (1d8) / Coat Weapon for 1d6 Fire Bonus
Greater Choking Powder	162	Use: Choking Powder Single Use (5-Round Cloud; Fortitude Save or Dazed)
Greater Holy Water	122	Use: Holy Water Single Use (2d8 to Undead)
Greater Tanglefoot Bag	248	Use: Tanglefoot Bag Single Use (up to 4 Rounds)
Greater Thunderstone	162	Use: Thunderstone Single Use (Fortitude Save or Deaf 5 Rounds)
Holy Water	27	Use: Holy Water Single Use (2d4 to Undead)
Improved Acid Flask	57	Use: Acid Flask Single Use (1d8 Acid)
Improved Alchemist's Fire	54	Use: Alchemist's Fire Single Use (1d8) / Coat Weapon for 1d6 Fire Bonus
Improved Choking Powder	108	Use: Choking Powder Single Use (5-Round Cloud; Fortitude Save or Dazed)
Improved Holy Water	81	Use: Holy Water Single Use (2d6 to Undead)
Improved Tanglefoot Bag	165	Use: Tanglefoot Bag Single Use (up to 3 Rounds)
Improved Thunderstone	108	Use: Thunderstone Single Use (Fortitude Save or Deaf 5 Rounds)
Perfected Acid Flask	215	Use: Acid Flask Single Use (2d6 Acid)
Perfected Alchemist's Fire	203	Use: Alchemist's Fire Single Use (1d8) / Coat Weapon for 1d6 Fire Bonus
Perfected Choking Powder	405	Use: Choking Powder Single Use (5-Round Cloud; Fortitude Save or Dazed)
Perfected Holy Water	305	Use: Holy Water Single Use (2d10 to Undead)
Perfected Tanglefoot Bag	413	Use: Tanglefoot Bag Single Use (up to 6 Rounds)
Perfected Thunderstone	270	Use: Thunderstone Single Use (Fortitude Save or Deaf 5 Rounds)
Tanglefoot Bag	55	Use: Tanglefoot Bag Single Use (up to 2 Rounds)
Thunderstone	36	Use: Thunderstone Single Use (Fortitude Save or Deaf 5 Rounds)

AMULETS

Weight: 0.1

Armor	Cost	Special
Amulet of Acid Resistance	6,603	Resistance: Acid 20/-
Amulet of Cold Resistance	8,625	Resistance: Cold 20/-
Amulet of Divine Radiance	71,283	Bonus Feat: Extra Turning / Charisma +6 / Light Bright (20m) White / Only Useable by Cleric, Paladin
Amulet of Electrical Resistance	10,915	Resistance: Electrical 20/-
Amulet of Fire Resistance	13,476	Resistance: Fire 20/-
Amulet of Health	13,476	Immunity: Disease / Immunity: Level/Ability Drain / Immunity: Poison
Amulet of Natural Armor +1	892	Armor Bonus +1 (AC Natural Modifier)
Amulet of Natural Armor +2	3,972	Armor Bonus +2 (AC Natural Modifier)
Amulet of Natural Armor +3	9,252	Armor Bonus +3 (AC Natural Modifier)
Amulet of Natural Armor +4	16,732	Armor Bonus +4 (AC Natural Modifier)
Amulet of Natural Armor +5	26,412	Armor Bonus +5 (AC Natural Modifier)
Amulet of Power	21,055	Bonus Feat: Spell Penetration / Bonus Spell Slots: Wizard Levels 3, 4, 5 / Only Usable By: Wizard
Amulet of the Harpers	28,472	Improved Saving Throws: Mind Affecting +5 / Only Useable by Good, Harper Agent, Neutral / Resistance: Electrical 5/- / Spell Immunity: Magic Missile
Amulet of the Master	101,377	Diplomacy +6 / Disable Device +6 / Lore +6 / Open Lock +6 / Search +6 / Spell Resistance: 16
Amulet of Undead Turning	3,369	Charges: 50 / Bonus Feat: Extra Turning / Light Bright (20m) White / Only Useable by Non-Evil, Cleric, Paladin
Amulet of Vitality +2	4,852	Constitution +2
Amulet of Vitality +4	19,405	Constitution +4
Amulet of Vitality +6	43,550	Constitution +6
Amulet of Will +1	377	Will +2
Amulet of Will +2	1,678	Will +2
Amulet of Will +3	3,909	Will +2
Amulet of Will +4	7,069	Will +2
Amulet of Will +5	11,159	Will +2
Amulet of Will +6	33,579	Will +2
Amulet of Will +7	56,235	Will +2
Amulet of Will +8	91,092	Will +2
Anagrys' Slave-Collar *	3,972	Bonus Spell Slots: Wizard Levels 1, 2, 3 / Only Useable by Wizard
Aruoreen's Amulet of Aid	399	Only Useable by Non-Evil / Use: Aid (3), 1 Charge/Use
Copper Necklace	100	-
Foot of the Lame Kobold *	17,529	Only Useable by Warlock / Use: Magic Missile (5), 5 Uses/Day
Glittering Necklace	177	Light Normal (15m) White
Gold Necklace	2,800	-
Greater Amulet of Health	30,900	Immunity: Disease / Immunity: Level/Ability Drain / Immunity: Poison / Regeneration: +1
Greater Necklace of Fireballs	3,119	Charges: 20 / Use: Fireball (5), 5 Charges/Use / Use: Flame Strike (7), 2 Charges/Use
Lesser Amulet of Health	4,401	Immunity: Disease / Immunity: Poison
Lesser Amulet of the Master	15,060	Diplomacy +2 / Disable Device +2 / Lore +2 / Open Lock +2 / Search +2 / Spell Resistance: 12
Lesser Ice Necklace of the Ulutiun	1,354	Charges: 4 / Use: Iron Storm (9), 1 Charge/Use
Luckstone	22,524	Improved Saving Throws (All) +1 / Appraise +1 / Concentration +1 / Craft Trap +1 / Diplomacy +1 / Heal +1 / Hide +1 / Listen +1 / Lore +1 / Move Silently +1 / Open Lock +1 / Parry +1 / Perform +1 / Set Trap +1 / Sleight of Hand +1 / Spellcraft +1 / Spot +1 / Taunt +1 / Tumble +1 / Use Magic Device +1
Medallion of Thought	24,300	Immunity: Mind-Affecting Spells / Bluff +5 / Diplomacy +5
Necklace of Fireballs	3,881	Charges: 50 / Use: Fireball (5), 2 Charges/Use
Necklace of Prayer Beads	11,198	Charges: 50 / Only Useable by Cleric, Druid, Paladin, Ranger / Use: Bless (2) 0 Charges/Use / Use: Remove Blindness/Deafness (5), 3 Charges/Use / Use: Remove Disease (5), 3 Charges/Use
Periapt of Wisdom +1	1,213	Wisdom +1
Periapt of Wisdom +2	4,852	Wisdom +2
Periapt of Wisdom +3	10,915	Wisdom +3
Periapt of Wisdom +4	19,405	Wisdom +4
Periapt of Wisdom +5	30,319	Wisdom +5
Periapt of Wisdom +6	43,660	Wisdom +6
Periapt of Wisdom +7	59,425	Wisdom +7
Periapt of Wisdom +8	77,617	Wisdom +8
Scarab of Greater Protection	215,601	Immunity: Death Magic / Immunity: Level/Ability Drain / Spell Resistance: 20
Scarab of Protection +1	1,393	Improved Saving Throws (All) +1
Scarab of Protection +2	6,205	Improved Saving Throws (All) +1
Scarab of Protection +3	14,455	Improved Saving Throws (All) +1
Scarab of Protection +4	26,143	Improved Saving Throws (All) +1
Scarab of Protection +5	41,268	Improved Saving Throws (All) +1
Silver Necklace	500	-
Talisman of Pure Evil	75,780	Charisma +3 / Wisdom +3 / Only Useable by Evil / Spell Resistance: 12
Talisman of Pure Good	75,780	Charisma +3 / Wisdom +3 / Only Useable by Good / Spell Resistance: 12
The Ancient Sermon	25,345	Armor Bonus +3 (AC Natural Modifier) / Bonus Spell Slots: Cleric Levels 1, 2, 3 / Only Useable by Cleric
Ysridain's Soul *	1,145	Bonus Hitpoints: +15 / Only Useable by Bard / Concentration +2/ Perform +4

ARMOR - CLOTH

Base Armor Class: 0
Maximum Dexterity Bonus: None
Armor Check Penalty: 0
Arcane Spell Failure: 0%
Feat Required: None
Weight: 10

Armor	Cost	Special
Adept's Tunic	1	-
Adventurer's Robe	1	Only Useable by Sorcerer or Wizard
Assassin's Garb	1	-
Barbarian's Outfit	1	-
Bard's Tunic	1	-
Black Robe of the Archmagi	68,476	Armor Bonus +5 (AC Armor Modifier) / Bonus Feat: Spell Penetration / Improved Saving Throws (All) +1 / Only Useable by Evil Sorcerer or Wizard / Spell Resistance: 10
Cleric's Outfit	1	-

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Cleric's Robe	1	-
Commoner's Outfit	1	-
Commoner's Tunic	1	-
Conjurer's Robe	1	-
Dragon Disciple Robe	1	-
Dragon Disciple's Robe	26,523	Armor Bonus +2 (AC Armor Modifier) / 4 Bonus Spell Slots: Bard Level 2 & 3, Sorcerer Level 3, & Wizard Level 3 / Only Useable by Red Dragon Disciples
Duelist Garb	35,787	Armor Bonus +3 (AC Armor Modifier) / Bonus Feat: Power Attack / Iron / Only Useable by Duelist / Use: Haste (5), 2 Uses/Day
Gladiator's Outfit	1	-
Greater Battle Robe	27,773	Armor Bonus vs. Evil +2 (AC Armor Modifier) / Light Low (10m) Purple / Only Useable by Sorcerer or Wizard / Concentration +3 / Spellcraft +3 / Spell Resistance: 14
Greater Robe of Eyes	90,251	Search +10 / Spot +10 / True Seeing
Grey Robe of the Archmagi	68,476	Armor Bonus +5 (AC Armor Modifier) / Bonus Feat: Spell Penetration / Improved Saving Throws (All) +1 / Only Useable by CN, LN or True Neutral Sorcerer or Wizard / Spell Resistance: 10
Illusionist's Robe	1	-
Improved Robes of the Old Order	3,611	Armor Bonus +2 (AC Armor Modifier) / Only Useable by Monk
Jester's Outfit	1	-
Lesser Robe of Eyes	52,924	Darkvision / Search +10 / Spot +10 / Use: True Seeing (9), 1 Use/Day
Mage's Battle Robe	6,151	Light Low (10m) Purple / Only Useable by Sorcerer or Wizard / Concentration +2 / Spellcraft +2 / Spell Resistance: 10
Master Adventurer's Robe	1	Only Useable by Sorcerer or Wizard
Militia Outfit	1	-
Monk's Outfit	1	-
Necromancer's Robe	1	-
Noble Guardsman Tunic	1	-
Noble Outfit	1	-
Noble's Tunic	1	-
Paladin's Tunic	1	-
Palemaster's Robe	58,523	Armor Bonus +2 (AC Armor Modifier) / Bonus Feats: Arcane Defense (Necromancy), Spell Penetration / Only Useable by Pale Master
Performer's Outfit	1	-
Plain Shirt	1	-
Robe of Acid Resistance	3,063	Resistance: Acid 15/-
Robe of Blending	11,561	Hide +15
Robe of Cold Resistance	4,001	Resistance: Cold 15/-
Robe of Electrical Resistance	5,063	Resistance: Electrical 15/-
Robe of Energy	16,614	Light Normal (15m) Red / Only Useable by Sorcerer or Wizard / Concentration +7 / Spell Immunity: Magic Missile / Use: Magic Missile (9), 1 Use/Day
Robe of Fire Resistance	6,251	Resistance: Fire 15/-
Robe of Light	161	Light Normal (15m) White
Robe of Scintillating Colors	19,999	Light Low (10m) Purple / Use: Daze (1), Unlimited Uses / Use: Displacement (9), 1 Use/Day
Robe of the Archmagi	828,001	Armor Bonus +5 (AC Armor Modifier) / Bonus Feat: Spell Penetration / Bonus Spell Slots: Sorcerer Levels 5, 6 & 7; Wizard Levels 5, 6 & 7 / Improved Saving Throws (All) +3 / Only Useable by Sorcerer or Wizard / Spell Resistance: 20
Robe of Vecna	47,611	Armor Bonus +1 (AC Armor Modifier) / Bonus Feats: Spell Focus (Abjuration, Conjuration, Enchantment, Evocation, Illusion & Necromancy) / Only Useable by Sorcerer or Wizard / Spell Resistance: 10
Robes of the Dark Moon	11,759	Concentration -1 / Only Useable by Monk / Use: Haste (5), 1 Use/Day
Robes of the Old Order	1	Only Useable by Monk
Robes of the Shining Hand +1	810	Armor Bonus +1 (AC Armor Modifier) / Listen -1 / Only Useable by Monk
Robes of the Shining Hand +2	3,611	Armor Bonus +2 (AC Armor Modifier) / Listen -1 / Only Useable by Monk
Robes of the Shining Hand +3	8,411	Armor Bonus +3 (AC Armor Modifier) / Listen -1 / Only Useable by Monk
Robes of the Shining Hand +4	15,211	Armor Bonus +4 (AC Armor Modifier) / Listen -1 / Only Useable by Monk
Robes of the Shining Hand +5	24,011	Armor Bonus +5 (AC Armor Modifier) / Listen -1 / Only Useable by Monk
Sorcerer's Robe	1	-
Squire's Tunic	1	-
Urchin Rags	1	-
Vagabond Rags	1	-
Vest of Escape	21,903	Freedom of Movement / Open Lock +4
Veteran's Outfit	1	-
Warlock's Outfit	1	-
Warrior's Tunic	1	-
White Robe of the Archmagi	68,476	Armor Bonus +5 (AC Armor Modifier) / Bonus Feat: Spell Penetration / Improved Saving Throws (All) +1 / Only Useable by Good Sorcerer or Wizard / Spell Resistance: 10
Wizard's Robe	1	-

ARMOR - LIGHT

PADDED

Base Armor Class: 1
Maximum Dexterity Bonus: 8
Armor Check Penalty: 0
Arcane Spell Failure: 5%
Feat Required: Light Armor
Weight: 10

Armor	Cost	Special
Padded Armor	5	-
Padded Armor +1	814	Armor Bonus +1 (AC Armor Modifier)
Padded Armor +2	3,615	Armor Bonus +2 (AC Armor Modifier)
Padded Armor +3	8,415	Armor Bonus +3 (AC Armor Modifier)
Padded Armor +4	15,215	Armor Bonus +4 (AC Armor Modifier)
Padded Armor +5	24,015	Armor Bonus +5 (AC Armor Modifier)

LEATHER

Base Armor Class: 2
Maximum Dexterity Bonus: 6
Armor Check Penalty: 0
Arcane Spell Failure: 10%
Feat Required: Light Armor
Weight: 15

Armor	Cost	Special
Adventurer's Outfit	10	-
Arcane Trickster Gear	33,048	Armor Bonus +2 (AC Armor Modifier) / 3 Bonus Bonus Spell Slots: Bard, Sorcerer, Wizard, all Level 3 / Iron / Only Useable by Arcane Trickster / Use: Invisibility (3), 3 Uses/Day
Armor of the Wolf	32,386	Armor Bonus vs. Shapechanger +5 (AC Armor Modifier) / Armor Bonus +3 (AC Armor Modifier) / Move Silently +2
Aurumvorax Armor	56,635	Armor Bonus +2 (AC Armor Modifier) / Resistance: Piercing 5/- / Resistance: Slashing 5/-
Balhoderie's Softer Skin *	32,642	Armor Bonus +3 (AC Deflection Modifier) / Only Useable by Rogue / Resistance: Piercing 5/-

Callurdan Smoothhand's Armor	23,532	Armor Bonus vs. Evil +2 (AC Armor Modifier) / Armor Bonus +1 (AC Armor Modifier) / Spell Resistance: 14
Greenleaf	33,072	Armor Bonus +5 (AC Armor Modifier) / Hide +5
Greycloak Armor	10	-
Hair Shirt of Ilmater	14,299	Dexterity -2 / Armor Bonus +3 (AC Armor Modifier) / Use: Cure Serious Wounds (5), 1 Use/Day
Harper Agent Leathers	27,418	Armor Bonus +2 (AC Armor Modifier) / Iron / Only Useable by Harper Agent / Use: Displacement (9), 1 Use/Day / Use: Protection from Alignment (5), 2 Uses/Day
Jared Widowmaker's Armor	44,232	Armor Bonus +2 (AC Armor Modifier) / Bonus Feat: Alertness / Freedom of Movement
Leather Armor	10	-
Leather Armor +1	819	Armor Bonus +1 (AC Armor Modifier)
Leather Armor +2	3,620	Armor Bonus +2 (AC Armor Modifier)
Leather Armor +3	8,420	Armor Bonus +3 (AC Armor Modifier)
Leather Armor +4	15,220	Armor Bonus +4 (AC Armor Modifier)
Leather Armor +5	24,020	Armor Bonus +5 (AC Armor Modifier)
Salamander Hide Leather Armor	8,132	Armor Bonus +1 (AC Armor Modifier) / Resistance: Fire 10/- / Weight Reduction: 60% (9 pounds) / Salamander Hide
Shadow Thief Leather Armor	27,291	Armor Bonus + 2 (AC Armor Modifier) / Iron / Only Useable by Shadow Thief of Amn / Bluff +6 / Intimidate +6 / Use: Fear (5), 1 Use/Day
Shadowdancer Outfit	59,299	Arcane Spell Failure: -5% / Armor Bonus +2 (AC Armor Modifier) / Bonus Feat: Weapon Finesse / Iron / Only Useable by Shadowdancer
Skin of the Forest	10,295	Armor Bonus +1 (AC Armor Modifier) / Light Normal (15m) Orange / Only Useable by Druid or Ranger / Hide +3 / Move Silently +3 / Use: Camouflage (5), 1 Use/Day

STUDDED LEATHER

Base Armor Class: 3
Maximum Dexterity Bonus: 4
Armor Check Penalty: -1
Arcane Spell Failure: 20%
Feat Required: Light Armor
Weight: 20

Armor	Cost	Special
Armor of Loyalty	8,435	Armor Bonus +1 (AC Armor Modifier) / Spell Immunities: Charm Person, Dominate Person
Armor of Thorns	15,393	Armor Bonus +2 (AC Armor Modifier) / Use: Vampiric Touch (5), 1 Use/Day
Assassin's Leathers	22,197	Armor Bonus +2 (AC Armor Modifier) / Bonus Feat: Weapon Finesse / Iron / Only Useable by Assassin / Use: Cat's Grace (3), 3 Uses/Day
Black Flame Armor	118,834	Armor Bonus +5 (AC Armor Modifier) / Resistance: Fire 30/-
Greycloak Armor	25	-
Salamander Hide Studded Leather Armor	8,147	Armor Bonus +1 (AC Armor Modifier) / Resistance: Fire 10/- / Weight Reduction: 60% (12 pounds) / Salamander Hide
Shadow Legion Armor	31,384	Armor Bonus +4 (AC Armor Modifier) / Hide +5 / Move Silently +5
Studded Leather Armor	25	-
Studded Leather Armor +1	834	Armor Bonus +1 (AC Armor Modifier)
Studded Leather Armor +2	3,635	Armor Bonus +2 (AC Armor Modifier)
Studded Leather Armor +3	8,435	Armor Bonus +3 (AC Armor Modifier)
Studded Leather Armor +4	15,235	Armor Bonus +4 (AC Armor Modifier)
Studded Leather Armor +5	24,035	Armor Bonus +5 (AC Armor Modifier)
The Great Oak	14,847	Charges: 50 / Armor Bonus vs. Giant +4 (AC Armor Modifier) / Armor Bonus +2 (AC Armor Modifier)
Woodsman Outfit	25	-

CHAIN SHIRT

Base Armor Class: 4
Maximum Dexterity Bonus: 4
Armor Check Penalty: -2
Arcane Spell Failure: 20%
Feat Required: Light Armor
Weight: 25

Armor	Cost	Special
Adamantine Chain Shirt	5,117	Damage Reduction: 1/- / Adamantine
Arcane Archer Chain Shirt	54,122	Armor Bonus vs. Piercing +1 (AC Armor Modifier) / Armor Bonus +2 (AC Armor Modifier) / Bonus Feat: Rapid Shot / Iron / Only Useable by Arcane Archer
Armor of Fleetness	41,060	Charges: 50 / Armor Bonus +3 (AC Armor Modifier) / Haste / Iron
Armor of the Stars	40,422	Armor Bonus +3 (AC Armor Modifier) / Light Low (10m) Blue / Iron / Resistance: Electrical 20/-
Aslyferund Elven Chain	8,510	Armor Bonus +3 (AC Armor Modifier) / Mithral / Only Useable by Elf or Half-Elf
Benzo's Luck	14,540	Armor Bonus vs. Chaotic or Evil +3 (AC Armor Modifier) / Armor Bonus +1 (AC Armor Modifier) / Iron
Broewende Family Armor	33,885	Armor Bonus +1 (AC Armor Modifier) / Immunity: Mind-Affecting Spells / Iron / Resistance: Acid 5/- / Resistance: Fire 5/-
Chain Shirt	100	Iron
Chain Shirt +1	909	Armor Bonus +1 (AC Armor Modifier) / Iron
Chain Shirt +2	3,710	Armor Bonus +2 (AC Armor Modifier) / Iron
Chain Shirt +3	8,510	Armor Bonus +3 (AC Armor Modifier) / Iron
Chain Shirt +4	15,310	Armor Bonus +4 (AC Armor Modifier) / Iron
Chain Shirt +5	24,110	Armor Bonus +5 (AC Armor Modifier) / Iron
Darksteel Chain Shirt	720	Darksteel / Resistance: Acid 5/-
Eldritch Knight Chain Shirt	90,825	Arcane Spell Failure -20% / Armor Bonus +2 (AC Armor Modifier) / Bonus Feat: Power Attack / 3 Bonus Spell Slots: Bard, Sorcerer & Wizard (All Level 3) / Iron / Only Useable by Eldritch Knight
Mirrored Armor	34,910	Armor Bonus +3 (AC Armor Modifier) / Iron / Spell Resistance: 14
Mithral Chain Shirt	1,100	Armor Class: 4 / Max Dex Bonus: 6 / Armor Check Penalty: 0 / Arcane Spell Failure: 10% / Weight: 12.5 pounds / Mithral
Neverwinter Nine Tunic	144,100	Arcane Spell Failure: -10% / Armor Bonus +2 (AC Armor Modifier) / Bonus Feat: Expert Tactician / Constitution +2 / Only Useable by Neverwinter Nine
Rogue Links	24,503	Armor Bonus +3 (AC Armor Modifier) / Iron / Only Useable by Rogue / Hide +6 / Move Silently +6
Squire's Defense	25,602	Armor Bonus +2 (AC Armor Modifier) / Strength +3 / Iron
The Breast of Ilum Lura *	6,756	Armor Bonus +2 (AC Deflection Modifier) / Only Useable by Ranger / Listen +2 / Spot +2

ARMOR - MEDIUM

HIDE

Base Armor Class: 3
Maximum Dexterity Bonus: 4
Armor Check Penalty: -3
Arcane Spell Failure: 20%
Feat Required: Medium Armor
Weight: 25

Armor	Cost	Special
Frenzied Berserker Hide	120,380	Armor Bonus +2 (AC Armor Modifier) / Bonus Feats: Dash & Improved Power Attack / Only Useable by Frenzied Berserker
Graena's Fortune *	14,077	Armor Bonus +3 (AC Deflection Modifier) / Only Useable by Barbarian / Move Silently +5

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Hide Armor	15	-
Hide Armor +1	824	Armor Bonus +1 (AC Armor Modifier)
Hide Armor +2	3,625	Armor Bonus +2 (AC Armor Modifier)
Hide Armor +3	8,425	Armor Bonus +3 (AC Armor Modifier)
Hide Armor +4	15,225	Armor Bonus +4 (AC Armor Modifier)
Hide Armor +5	24,025	Armor Bonus +5 (AC Armor Modifier)
Kumakawa	34,825	Armor Bonus +3 (AC Armor Modifier) / Improved Evasion
Salamander Hide Armor	8,137	Armor Bonus +1 (AC Armor Modifier) / Salamander Hide / Resistance: Fire 10/- / Weight Reduction: 60% (15 pounds)
Scattertrail Hide *	10,512	Armor Bonus +2 (AC Deflection Modifier) / Immunity: Poison / Only Useable by Druid / Hide +2

SCALE

Base Armor Class: 4
Maximum Dexterity Bonus: 3
Armor Check Penalty: -4
Arcane Spell Failure: 25%
Feat Required: Medium Armor
Weight: 30

Armor	Cost	Special
Adamantine Scale Mail	10,035	Adamantine / Damage Reduction: 2/
Armor of Command	34,272	Armor Bonus +3 (AC Armor Modifier) / Charisma +2 / Iron / Diplomacy +5
Darksteel Scale Mail	670	Darksteel / Resistance: Acid 5/-
Dragon Armor	72,725	Armor Bonus +5 (AC Armor Modifier) / Improved Saving Throws (All) +3 / Iron
Greycloak Armor	50	-
Mithral Scale Mail	4,050	Mithral / Max Dex Bonus: 5 / Armor Check Penalty: -1 / Arcane Spell Failure: 15% / Feat Required: Light Armor / Weight: 15 pounds
Red Dragon Hide Scale Mail	42,300	Armor Bonus +3 (AC Armor Modifier) / Red Dragon Hide / Weight Reduction: 80% (24 pounds) / Resistance: Fire 20/-
Scale Mail	50	Iron
Scale Mail +1	859	Armor Bonus +1 (AC Armor Modifier) / Iron
Scale Mail +2	3,660	Armor Bonus +2 (AC Armor Modifier) / Iron
Scale Mail +3	8,460	Armor Bonus +3 (AC Armor Modifier) / Iron
Scale Mail +4	15,260	Armor Bonus +4 (AC Armor Modifier) / Iron
Scale Mail +5	24,060	Armor Bonus +5 (AC Armor Modifier) / Iron
Weapon Master's Scale	70,609	Armor Bonus +2 (AC Armor Modifier) / Bonus Feats: Improved Initiative & Knockdown / Only Useable by Weapon Master
Wyvern Hide Scale Mail	15,652	Armor Bonus +2 (AC Armor Modifier) / Improved Saving Throw: Poison +4 / Wyvern Hide / Weight Reduction: 80% (24 pounds)

BREASTPLATE

Base Armor Class: 5
Maximum Dexterity Bonus: 3
Armor Check Penalty: -4
Arcane Spell Failure: 25%
Feat Required: Medium Armor
Weight: 30

Armor	Cost	Special
Adamantine Breastplate	10,185	Adamantine / Damage Reduction: 2/
Armor of Horus-Re	38,950	Armor Bonus +3 (AC Armor Modifier) / Iron / Resistances: Electrical 10/-, Sonic 10/-
Breastplate	200	Iron
Breastplate +1	1,009	Armor Bonus +1 (AC Armor Modifier) / Iron
Breastplate +2	3,810	Armor Bonus +2 (AC Armor Modifier) / Iron
Breastplate +3	8,610	Armor Bonus +3 (AC Armor Modifier) / Iron
Breastplate +4	15,410	Armor Bonus +4 (AC Armor Modifier) / Iron
Breastplate +5	24,210	Armor Bonus +5 (AC Armor Modifier) / Iron
Chromatic Breastplate +1	31,840	Armor Bonus +1 (AC Armor Modifier) / Iron / Resistances: Cold 10/-, Electrical 10/-, Fire 10/-
Chromatic Breastplate +3	58,340	Armor Bonus +3 (AC Armor Modifier) / Iron / Resistances: Cold 10/-, Electrical 10/-, Fire 10/-
Darksteel Breastplate	820	Darksteel / Resistance: Acid 5/-
Lesser Golem Armor	112,560	Armor Bonus +5 (AC Armor Modifier) / Strength +4 / Immunity: Level/Ability Drain / Iron
Mithral Breastplate	4,200	Mithral / Max Dex Bonus: 5 / Armor Check Penalty: -1 / Arcane Spell Failure: 15% / Feat Required: Light Armor / Weight: 15 pounds
Red Dragon Hide Breastplate	42,450	Armor Bonus +3 (AC Armor Modifier) / Red Dragon Hide / Weight Reduction: 80% (24 pounds) / Resistance: Fire 20/-
Storm Armor	62,610	Armor Bonus +3 (AC Armor Modifier) / Iron / Spell Resistance: 10 / Resistances: Fire 10/-, Sonic 10/-
Umber Hulk Breastplate	24,210	Armor Bonus +2 (AC Armor Modifier) / Immunity: Mind-Affecting Spells / Umber Hulk Hide
Wyvern Hide Breastplate	15,802	Armor Bonus +2 (AC Armor Modifier) / Improved Saving Throw: Poison +4 / Wyvern Hide / Weight Reduction: 80% (24 pounds)

CHAINMAIL

Base Armor Class: 5
Maximum Dexterity Bonus: 2
Armor Check Penalty: -5
Arcane Spell Failure: 30%
Feat Required: Medium Armor
Weight: 40

Armor	Cost	Special
Adamantine Chainmail	10,135	Adamantine / Damage Reduction: 2/
Chainmail	150	Iron
Chainmail +1	959	Armor Bonus +1 (AC Armor Modifier) / Iron
Chainmail +2	3,760	Armor Bonus +2 (AC Armor Modifier) / Iron
Chainmail +3	8,560	Armor Bonus +3 (AC Armor Modifier) / Iron
Chainmail +4	15,360	Armor Bonus +4 (AC Armor Modifier) / Iron
Chainmail +5	24,160	Armor Bonus +5 (AC Armor Modifier) / Iron
Chainmail of Speed	29,310	Armor Bonus +2 (AC Armor Modifier) / Haste / Iron
City Watch Armor	150	Iron
Darksteel Chainmail	770	Darksteel / Resistance: Acid 5/-
Doron's Mistake	15,243	Armor Bonus +2 (AC Armor Modifier) / Fortitude +3 / Iron / Weight Reduction: 80% (32 pounds)
Elven Chainmail	27,607	Armor Bonus +3 (AC Armor Modifier) / Mithral / Hide +6 / Move Silently +6 / Weight Reduction: 40% (16 pounds)
Mithral Chainmail	4,150	Mithral / Max Dex Bonus: 4 / Armor Check Penalty: -2 / Arcane Spell Failure: 20% / Feat Required: Light Armor / Weight: 20 pounds
Spellchain	67,390	Arcane Spell Failure: -20% / Armor Bonus +4 (AC Armor Modifier) / Iron / Weight Reduction: 40% (16 pounds)

ARMOR - HEAVY

BANDED MAIL

Base Armor Class: 6
Maximum Dexterity Bonus: 1
Armor Check Penalty: -7
Arcane Spell Failure: 40%
Feat Required: Heavy Armor
Weight: 35

Adamantine Banded Mail	15,226	Adamantine / Damage Reduction: 3/
Armor of Comfort	7,757	Armor Bonus +2 (AC Armor Modifier) / Iron / Heal +2 / Weight Reduction: 20% (7 pounds)
Armor of Faith	141,859	Armor Bonus vs. Evil +8 (AC Armor Modifier) / Armor Bonus +5 (AC Armor Modifier) / Iron / Only Useable by Divine Champion or Paladin
Banded Mail	250	Iron

Banded Mail +1	1,060	Armor Bonus +1 (AC Armor Modifier) / Iron
Banded Mail +2	3,860	Armor Bonus +2 (AC Armor Modifier) / Iron
Banded Mail +3	8,660	Armor Bonus +3 (AC Armor Modifier) / Iron
Banded Mail +4	15,460	Armor Bonus +4 (AC Armor Modifier) / Iron
Banded Mail +5	24,260	Armor Bonus +5 (AC Armor Modifier) / Iron
Darksteel Banded Mail	870	Darksteel / Resistance: Acid 5/-
Mithral Banded Mail	9,250	Max Dex Bonus: 3 / Armor Check Penalty: -3 / Arcane Spell Failure: 25% / Weight: 17.5 pounds / Mithral
Rainbow Armor	41,890	Armor Bonus +1 (AC Armor Modifier) / Iron / Resistances: Cold 10/-, Electrical 10/-, Fire 10/-
Scales of Truth +1	7,480	Armor Bonus +1 (AC Armor Modifier) / Fortitude +1 / Iron / Use: See Invisibility (3), 1 Use/Day
Scales of Truth +3	26,141	Armor Bonus +3 (AC Armor Modifier) / Fortitude +2 / Iron / Use: See Invisibility (3), 2 Uses/Day
White Dragon Armor	33,890	Armor Bonus +3 (AC Armor Modifier) / Weight Reduction: 80% (28 pounds) / Resistance: Cold 20/-

HALF PLATE

Base Armor Class: 7
Maximum Dexterity Bonus: 1
Armor Check Penalty: -7
Arcane Spell Failure: 40%
Feat Required: Heavy Armor
Weight: 50

Adamantine Half Plate	15,576	Adamantine / Damage Reduction: 3/
Armor of the Divine Champion	17,129	Armor Bonus +3 (AC Armor Modifier) / Only Useable by Divine Champion / Use: Cure Light Wounds (5), 2 Uses/Day / Use: Protection from Alignment (5), 1 Use/Day
Balduran's Armor	47,522	Armor Bonus +2 (AC Armor Modifier) / Charisma +3 / Iron / Regeneration: +1
Darksteel Half Plate	1,220	Darksteel / Resistance: Acid 5/-
Delver's Armor	18,875	Armor Bonus +2 (AC Armor Modifier) / Improved Saving Throws (All) +2 / Iron
Dwarven Defender Plate	25,600	Armor Bonus +3 (AC Armor Modifier) / Bonus Hitpoints: +10 / Strength +2 / Only Useable by Dwarven Defender
Gnomish Magnetic Armor	9,010	Armor Bonus +1 (AC Armor Modifier) / Iron / Spell Resistance: 12
Half Plate	600	Iron
Half Plate +1	1,410	Armor Bonus +1 (AC Armor Modifier) / Iron
Half Plate +2	4,210	Armor Bonus +2 (AC Armor Modifier) / Iron
Half Plate +3	9,010	Armor Bonus +3 (AC Armor Modifier) / Iron
Half Plate +4	15,810	Armor Bonus +4 (AC Armor Modifier) / Iron
Half Plate +5	24,610	Armor Bonus +5 (AC Armor Modifier) / Iron
Mithral Half Plate	9,600	Max Dex Bonus: 2 / Armor Check Penalty: -4 / Arcane Spell Failure: 30% / Weight: 25 pounds / Mithral
Red Dragon Hide Half-Plate	42,850	Armor Bonus +2 (AC Armor Modifier) / Red Dragon Hide / Weight Reduction: 80% (40 pounds) / Resistance: Fire 20/-
Silverbone Armor +2	4,210	Armor Bonus +2 (AC Armor Modifier) / Iron
Umber Hulk Hide Half-Plate	24,610	Armor Bonus +2 (AC Armor Modifier) / Immunity: Mind-Afflicting Spells / Umber Hulk Hide
Warpriest Half Plate	28,162	Armor Bonus +2 (AC Armor Modifier) / Constitution +2 / Only Useable by Warpriest
Whitebone Armor +2	39,975	Armor Bonus +2 (AC Armor Modifier) / Iron / Resistance: Bludgeoning 10/-
Wyvern Hide Half Plate	16,202	Armor Bonus +2 (AC Armor Modifier) / Improved Saving Throws: Poison +4 / Wyvern Hide / Weight Reduction: 80% (40 pounds)

FULL PLATE

Base Armor Class: 8
Maximum Dexterity Bonus: 1
Armor Check Penalty: -8
Arcane Spell Failure: 45%
Feat Required: Heavy Armor
Weight: 50

Armor	Cost	Special
Adamantine Full Plate	16,476	Adamantine / Damage Reduction: 3/
Armor of Freedom	49,110	Armor Bonus +3 (AC Armor Modifier) / Freedom of Movement / Iron
Armor of Gram the Mouse *	8,722	Armor Bonus +2 (AC Deflection Modifier) / Iron / Only Useable by Paladin / Resistance: Magical 5/-
Blackguard's Plate	17,367	Armor Bonus +2 (AC Armor Modifier) / Only Useable by Blackguard / Use: Inflict Light Wounds (5), 1 Use/Day / Use: Protection from Alignment (5), 2 Uses/Day
Blue Dragon Armor	52,622	Armor Bonus +4 (AC Armor Modifier) / Weight Reduction: 80% (40 pounds) / Resistance: Electrical 20/-
Copper Dragon Armor	32,302	Armor Bonus +3 (AC Armor Modifier) / Weight Reduction: 60% (30 pounds) / Resistance: Acid 20/-
Darksteel Full Plate	2,120	Darksteel / Resistance: Acid 5/-
Elven Ceremonial Armor	16,710	Armor Bonus +1 (AC Armor Modifier) / Bonus Feats: Spell Focus (Conjuration, Divination, Enchantment & Evocation) / Iron
Enkidu's Armor	44,075	Armor Bonus +1 (AC Armor Modifier) / Iron / Resistances: Piercing 5/-, Slashing 5/-
Full Plate	1,500	Iron
Full Plate +1	2,310	Armor Bonus +1 (AC Armor Modifier) / Iron
Full Plate +2	5,110	Armor Bonus +2 (AC Armor Modifier) / Iron
Full Plate +3	9,910	Armor Bonus +3 (AC Armor Modifier) / Iron
Full Plate +4	16,710	Armor Bonus +4 (AC Armor Modifier) / Iron
Full Plate +5	25,510	Armor Bonus +5 (AC Armor Modifier) / Iron
Greater Storm Armor of the Earth's Children	249,562	Armor Bonus +7 (AC Armor Modifier) / Iron / Only Useable by Dwarf, Gnome or Halfling / Resistances: Electrical 15/-, Fire 15/-
Laeral's Storm Armor	28,800	Armor Bonus +2 (AC Armor Modifier) / Iron / Resistances: Electrical 10/-, Fire 10/-
Mithral Full Plate	10,500	Max Dex Bonus: 3 / Armor Check Penalty: -3 / Arcane Spell Failure: 25% / Weight: 25 pounds / Mithral
Red Dragon Armor	73,750	Armor Bonus +5 (AC Armor Modifier) / Weight Reduction: 80% (40 pounds) / Resistance: Fire 20/-
Royal Guard Armor	1,500	Iron
Sir Grayson's Full Plate	1,500	Iron
Storm Armor of the Earth's Children	33,140	Armor Bonus +1 (AC Armor Modifier) / Iron / Only Useable by Dwarf, Gnome or Halfling / Resistances: Cold 10/-, Electrical 10/-, Fire 10/-
Wyvern Hide Full Plate	17,102	Armor Bonus +2 (AC Armor Modifier) / Improved Saving Throws: Poison +4 / Wyvern Hide / Weight Reduction: 80% (40 pounds)

BELTS

Weight: 1.0

Armor	Cost	Special
Archer's Belt	7,911	Resistance: Piercing 5/-
Belt of Agility +1	25,503	Dexterity +1 / Freedom of Movement
Belt of Agility +2	37,211	Dexterity +2 / Freedom of Movement
Belt of Agility +3	51,123	Dexterity +3 / Freedom of Movement
Belt of Agility +4	67,241	Dexterity +4 / Freedom of Movement
Belt of Agility +5	85,563	Dexterity +5 / Freedom of Movement
Belt of Agility +6	106,090	Dexterity +6 / Freedom of Movement
Belt of Agility +7	128,823	Dexterity +7 / Freedom of Movement

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Belt of Agility +8	152,761	Dexterity +8 / Freedom of Movement
Belt of Cloud Giant Strength	70,560	Strength +8
Belt of Fire Giant Strength	27,563	Strength +5
Belt of Frost Giant Strength	17,640	Strength +4
Belt of Guiding Light	14,441	Immunity: Death Magic / Light Low (10m) Blue
Belt of Hill Giant Strength	9,923	Strength +3
Belt of Inertial Barrier	42,576	Armor Bonus +1 (AC Deflection Modifier) / Damage Vulnerability: Piercing 25% / Resistances: Bludgeoning 5/- & Slashing 5/-
Belt of Lions	52,821	Darkvision / Move Silently +10 / Tumble +10 / Use: Charm Monster (10), 1 Use/Day / Use: Charm Person (10), 1 Use/Day
Belt of Stone Giant Strength	39,690	Strength +6
Belt of Storm Giant Strength	110,251	Strength +10
Brawler's Belt	7,911	Resistance: Bludgeoning 5/-
Ceremonial Uthgardt Belt	59,060	Immunities: Death Magic & Disease / Fortitude +5
Encircling Scale	6,352	Charges: 50 / Darkvision / Immunity: Poison / Use: Poison (5), 3 Charges/Use
Girdle of Holy Might	27,563	3 Bonus Spell Slots: Cleric Levels 5, 6 & 7 / Only Useable by Cleric
Graena's Triumph *	17,640	Constitution +2 / Strength +2 / Only Useable by Barbarian
Grainstone Belt *	111,039	Strength +2 / Only Useable by Monk / Resistance: Bludgeoning 5/- / Resistance: Piercing 5/- / Resistance: Slashing 5/-
Greater Archer's Belt	76,563	Resistance: Piercing 20/-
Greater Belt of Guiding Light	58,065	Immunities: Death Magic & Fear / Light Normal (15m) Purple / Listen +4 / Lore +4 / Search +4 / Spot +4
Greater Brawlers Belt	76,563	Resistance: Bludgeoning 20/-
Greater Swordsman's Belt	76,563	Resistance: Slashing 20/-
Kossuth's Belt of Priestly Might	25,503	Armor Bonus +2 (AC Deflection Modifier) / Strength +3 / Only Useable by Neutral
Kossuth's Belt of Priestly Might & Warding	48,969	Armor Bonus +2 (AC Deflection Modifier) / Strength +4 / Only Useable by Neutral / Use: Magic Circle Against Alignment (5), 1 Use/Day
Lathar's Last Belt	40,961	Spell Immunities: Finger of Death & Power Word Kill
Lesser Belt of Guiding Light	3,028	Immunity: Fear / Light Normal (15m) Purple / Lore +2
Monk's Belt	26,059	Bonus Feats: Improved Critical (Unarmed Strike) & Weapon Specialization (Unarmed Strike) / Only Useable by Monk / Use: Haste (10), 1 Use/Day
Mystran Belt of Priestly Might	37,211	Armor Bonus +2 (AC Deflection Modifier) / Strength +4 / Only Useable by Good
Mystran Belt of Priestly Might & Warding	48,969	Armor Bonus +2 (AC Deflection Modifier) / Strength +4 / Only Useable by Good / Use: Magic Circle Against Alignment (5), 1 Use/Day
Sash of Shimmering	4,001	Spell Resistance: 12
Shar's Belt of Priestly Might	37,211	Armor Bonus +2 (AC Deflection Modifier) / Strength +4 / Only Useable by Evil
Shar's Belt of Priestly Might & Warding	48,969	Armor Bonus +2 (AC Deflection Modifier) / Strength +4 / Only Useable by Evil / Use: Magic Circle Against Alignment (5), 1 Use/Day
Swordsman's Belt	7,911	Resistance: Slashing 5/-

BOOTS

Weight: 0.5		
Armor	Cost	Special
A Mad Gent's Boots *	29,396	Use: Remove Blindness/Deafness (5), 3 Uses/Day
Balhoderie's Eelskin Boots *	12,251	Haste / Only Useable by Rogue
Boots of Elvenkind	723	Move Silently +5
Boots of Hardiness +1	3,803	Armor Bonus +1 (AC Dodge Modifier) / Constitution +1
Boots of Hardiness +2	16,001	Armor Bonus +2 (AC Dodge Modifier) / Constitution +2
Boots of Hardiness +3	36,603	Armor Bonus +3 (AC Dodge Modifier) / Constitution +3
Boots of Reflexes +1	343	Reflex +1
Boots of Reflexes +2	1,526	Reflex +2
Boots of Reflexes +3	3,554	Reflex +3
Boots of Reflexes +4	6,427	Reflex +4
Boots of Reflexes +5	10,145	Reflex +5
Boots of Reflexes +6	30,526	Reflex +6
Boots of Reflexes +7	51,123	Reflex +7
Boots of Reflexes +8	82,810	Reflex +8
Boots of Speed	24,250	Haste
Boots of Striding +1	1,103	Constitution +1
Boots of Striding +2	4,410	Constitution +2
Boots of Striding +3	9,923	Constitution +3
Boots of Striding +4	17,640	Constitution +4
Boots of Striding +5	27,563	Constitution +5
Boots of Striding +6	39,690	Constitution +6
Boots of Striding +7	54,023	Constitution +7
Boots of Striding +8	70,560	Constitution +8
Boots of the Shifting Sands	121,921	Ability Score Penalty: Dexterity -1 / Haste / Use: Earthquake (20), 1 Use/Day
Boots of the Sun Soul +1	810	Armor Bonus +1 (AC Dodge Modifier) / Only Useable by Monk
Boots of the Sun Soul +2	3,611	Armor Bonus +2 (AC Dodge Modifier) / Only Useable by Monk
Boots of the Sun Soul +3	8,411	Armor Bonus +3 (AC Dodge Modifier) / Only Useable by Monk
Boots of the Sun Soul +4	36,001	Armor Bonus +4 (AC Dodge Modifier) / Only Useable by Monk
Boots of the Sun Soul +5	64,803	Armor Bonus +5 (AC Dodge Modifier) / Only Useable by Monk
Boots of the Winterlands	811	Resistance: Cold 5/-
Boots of Tumbling	1,850	Tumble +8
Dragon Slippers	28,623	Dexterity +2 / Immunity: Fear, Knockdown / Spell Resistance: 10
Gargoyle Boots	16,879	Armor Bonus +2 (AC Dodge Modifier) / Fortitude +3 / Use: Stoneskin (7), 5 Charges/Use
Grainstone Boots *	34,218	Dexterity +2 / Only Useable by Monk / Use: Haste (10), 1 Use/Day
Greater Boots of Tumbling	5,665	Tumble +12
Lesser Boots of Tumbling	463	Tumble +4
Nasher's Nimble Boots	9,923	Dexterity +3
Scattertrail Boots *	21,386	Only Useable by Druid / Move Silently +2 / Use: Freedom of Movement (7), 1 Use/Day
The Sturdy Feet of Pim *	563	Bonus Hitpoints: +15 / Immunity: Knockdown / Only Useable by Fighter

BRACERS

Weight: 1.0		
Armor	Cost	Special
Bracers of Archery	6,503	Bonus Feat: Point Blank Shot / Dexterity +1
Bracers of Armor +1	810	Armor Bonus +1 (AC Armor Modifier)
Bracers of Armor +10	676,001	Armor Bonus +10 (AC Armor Modifier)
Bracers of Armor +2	3,611	Armor Bonus +2 (AC Armor Modifier)
Bracers of Armor +3	8,411	Armor Bonus +3 (AC Armor Modifier)
Bracers of Armor +4	15,211	Armor Bonus +4 (AC Armor Modifier)
Bracers of Armor +5	24,011	Armor Bonus +5 (AC Armor Modifier)
Bracers of Armor +6	72,251	Armor Bonus +6 (AC Armor Modifier)
Bracers of Armor +7	121,001	Armor Bonus +7 (AC Armor Modifier)

Bracers of Armor +8	196,001	Armor Bonus +8 (AC Armor Modifier)
Bracers of Armor +9	256,001	Armor Bonus +9 (AC Armor Modifier)
Bracers of Dexterity +1	1,103	Dexterity +1
Bracers of Dexterity +2	4,410	Dexterity +2
Bracers of Dexterity +3	9,923	Dexterity +3
Bracers of Dexterity +4	17,640	Dexterity +4
Bracers of Dexterity +5	27,563	Dexterity +5
Bracers of Dexterity +6	39,690	Dexterity +6
Bracers of Dexterity +7	54,023	Dexterity +7
Bracers of Dexterity +8	70,560	Dexterity +8
Bracers of the Blinding Strike	54,761	Armor Bonus +4 (AC Armor Modifier) / Haste
Shackes of Asenath *	36,001	Armor Bonus +4 (AC Deflection Modifier) / Strength +2 / Only Useable by Sorcerer

CLOAKS

Weight: 2.0

Armor	Cost	Special
A Mad Gent's Cloak *	16,001	Armor Bonus +2 (AC Deflection Modifier) / Charisma +2 / Only Useable by Cleric
Balhoderie's Constant Hearth *	4,101	Only Useable by Rogue / Resistance: Cold 5/- / Resistance: Fire 5/-
Cape of the Fire Bath	17,016	Improved Saving Throws (All) +2 / Resistance: Fire 10/-
Cape of Winter	14,251	Improved Saving Throws (All) + 2 / Resistance: Cold 10/-
Cloak of Arachnida	8,088	Improved Saving Throws: Poison +2 / Spell Immunity: Web / Use: Web (3), 1 Use/Day
Cloak of Blackflame	2,251	Immunity: Level/Ability Drain
Cloak of Displacement	48,771	Use: Displacement (9), 3 Uses/Day
Cloak of Eluenkind	723	Hide +5
Cloak of Etherealness	103,251	Use: Ethereal Jaunt 1 Use/Day
Cloak of Fortification +1	4,101	Armor Bonus +1 (AC Deflection Modifier) / Improved Saving Throws (All) +1
Cloak of Fortification +2	18,276	Armor Bonus +2 (AC Deflection Modifier) / Improved Saving Throws (All) +2
Cloak of Fortification +3	42,576	Armor Bonus +3 (AC Deflection Modifier) / Improved Saving Throws (All) +3
Cloak of Fortification +4	77,001	Armor Bonus +4 (AC Deflection Modifier) / Improved Saving Throws (All) +4
Cloak of Fortification +5	121,551	Armor Bonus +5 (AC Deflection Modifier) / Improved Saving Throws (All) +5
Cloak of Movement	16,001	Freedom of Movement
Cloak of Protection +1	810	Armor Bonus +1 (AC Deflection Modifier)
Cloak of Protection +2	3,611	Armor Bonus +2 (AC Deflection Modifier)
Cloak of Protection +3	8,411	Armor Bonus +3 (AC Deflection Modifier)
Cloak of Protection +4	15,211	Armor Bonus +4 (AC Deflection Modifier)
Cloak of Protection +5	24,011	Armor Bonus +5 (AC Deflection Modifier)
Cloak of Protection vs. Chaos	903	Armor Bonus vs. Chaos +2 (AC Deflection Modifier)
Cloak of Protection vs. Evil	903	Armor Bonus vs. Evil +2 (AC Deflection Modifier)
Cloak of Protection vs. Good	903	Armor Bonus vs. Good +2 (AC Deflection Modifier)
Cloak of Protection vs. Law	903	Armor Bonus vs. Lawful +2 (AC Deflection Modifier)
Cloak of Resistance +1	1,266	Improved Saving Throws (All) + 1
Cloak of Resistance +2	5,641	Improved Saving Throws (All) + 2
Cloak of Resistance +3	13,141	Improved Saving Throws (All) + 3
Cloak of Resistance +4	23,766	Improved Saving Throws (All) + 4
Cloak of Resistance +5	37,516	Improved Saving Throws (All) + 5
Cloak of the Bat	29,161	Armor Bonus +2 (AC Deflection Modifier) / Darkvision / Hide +10 / Spell Immunity: Darkness
Cloak of the High Forest	6,176	Armor Bonus +2 (AC Deflection Modifier) / Improves Saving Throws: Fortitude +1 / Only Useable by Druid
Drow Piwafi Cloak	75,166	Improved Saving Throws: Poison +4 / Spell Immunity: Web / Use: Darkness (3), 1 Use/Day / Resistances: Piercing 5/-, Slashing 5/-
Graycloak	1	-
Greater Cloak of Protection vs. Chaos	6,003	Armor Bonus vs. Chaos +5 (AC Deflection Modifier)
Greater Cloak Of Protection vs. Evil	6,003	Armor Bonus vs. Evil +5 (AC Deflection Modifier)
Greater Cloak of Protection vs. Good	6,003	Armor Bonus vs. Good +5 (AC Deflection Modifier)
Greater Cloak of Protection vs. Law	6,003	Armor Bonus vs. Lawful +5 (AC Deflection Modifier)
Greater Mantle of Spell Resistance	81,001	Only Useable by Sorcerer, Wizard / Spell Resistance: 20
Mantle of Gram the Mouse *	17,640	Charisma +2 / Wisdom +2 / Only Useable by Paladin
Nasher's Cloak of Protection	8,411	Armor Bonus +3 (AC Deflection Modifier)
Nymph Cloak +1	1,103	Charisma +1
Nymph Cloak +2	4,410	Charisma +2
Nymph Cloak +3	9,923	Charisma +3
Nymph Cloak +4	17,640	Charisma +4
Nymph Cloak +5	27,563	Charisma +5
Nymph Cloak +6	39,690	Charisma +6
Nymph Cloak +8	70,560	Charisma +8
Skin of the Manticore	2,722	Armor Bonus +1 (AC Deflection Modifier) / Fortitude +1 / Only Useable by Druid, Ranger / Use: Quillfire (8) Single Use
Vestments of Faith	4,875	Only Useable by Good / Damage Reduction: +5 [Soak 5 Damage]

GLOVES & GAUNTLETS

Weight: 1.0

Armor	Cost	Special
A Mad Gent's Gloves *	22,163	Only Useable by Cleric / Use: Cure Moderate Wounds (10), 3 Uses/Day
Elder Oak Gloves	16,001	Bonus Spell Slots: Druid Levels 1, 2, 3 / Wisdom +2 / Only Useable by Druid
Favor of Ilum Lura *	17,640	Dexterity +4
Fists of Balance	142,182	Attack Bonus +5 / Damage Bonus: Cold 1d6 / Damage Bonus: Fire 1 d6 / Only Useable by Monk / Use: Flame Arrow (12), 1 Use/Day / Use: Ice Storm (9), 1 Use/Day / Resistances: Cold 15/-, Fire 15/-
Flaming Gloves +2	16,334	Attack Bonus +2 / Damage Bonus: Fire 2 / Only Useable by Monk / Use: Fireburst, 2 Uses/Day
Gauntlet of Fury	67,749	Armor Bonus +2 (AC Deflection Modifier) / Use: Isaac's Greater Missile Storm (15), 1 Use/Day / Use: Magic Missile (3), 1 Use/Day
Gauntlets of Ogre Power	4,410	Strength +2
Gloves of Appraisal	261	Appraise +3
Gloves of Concentration	261	Concentration +3
Gloves of Spellcraft	261	Only Useable by Cleric, Druid, Sorcerer, Wizard / Spellcraft +3
Gloves of Swordplay	261	Parry +3
Gloves of the Artificer	3,537	Craft Armor, Weapon, Alchemy & Trap +3
Gloves of the Balanced Hands	3,386	Bonus Feat: Two-Weapon Fighting / Parry +2
Gloves of the Hin Fist +1	951	Attack Bonus: +1 / Damage Bonus: Sonic 1 / Only Useable by Monk
Gloves of the Hin Fist +2	3,331	Attack Bonus: +2 / Damage Bonus: Sonic 2 / Only Useable by Monk
Gloves of the Hin Fist +3	5,406	Attack Bonus: +3 / Damage Bonus: Sonic 3 / Only Useable by Monk
Gloves of the Hin Fist +4	7,981	Attack Bonus: +4 / Damage Bonus: Sonic 4 / Only Useable by Monk

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Gloves of the Hin Fist +5	14,623	Attack Bonus: +5 / Damage Bonus: Sonic 5 / Only Useable by Monk
Gloves of the Long Death +1	951	Attack Bonus: +1 / Damage Bonus: Cold 1 / Only Useable by Monk
Gloves of the Long Death +2	3,331	Attack Bonus: +2 / Damage Bonus: Cold 2 / Only Useable by Monk
Gloves of the Long Death +3	5,406	Attack Bonus: +3 / Damage Bonus: Cold 3 / Only Useable by Monk
Gloves of the Long Death +4	7,981	Attack Bonus: +4 / Damage Bonus: Cold 4 / Only Useable by Monk
Gloves of the Long Death +5	14,823	Attack Bonus: +5 / Damage Bonus: Cold 5 / Only Useable by Monk
Gloves of the Minstrel	261	Only Useable by Bard / Perform +3
Gloves of the Rogue	1,850	Disable Device +2 / Open Lock +2 / Set Trap +2 / Sleight of Hand +2
Gloves of the Yellow Rose +1	951	Attack Bonus: +1 / Damage Bonus: Electrical 1 / Only Useable by Monk
Gloves of the Yellow Rose +2	2,176	Attack Bonus: +2 / Damage Bonus: Electrical 1 / Only Useable by Monk
Gloves of the Yellow Rose +3	3,901	Attack Bonus: +3 / Damage Bonus: Electrical 1 / Only Useable by Monk
Gloves of the Yellow Rose +4	6,126	Attack Bonus: +4 / Damage Bonus: Electrical 1 / Only Useable by Monk
Gloves of the Yellow Rose +5	8,851	Attack Bonus: +5 / Damage Bonus: Electrical 1 / Only Useable by Monk
Grainstone Gloves *	23	On Hit: Daze Level 1 / Only Useable by Monk
Great Wyrm Gauntlets	52,201	Ability Score Penalty: Dexterity -4 / Attack Bonus +6 / Damage Bonus: Fire 2d6
Greater Gloves of Appraisal	1,041	Appraise +6
Greater Gloves of Concentration	1,041	Concentration +6
Greater Gloves of Spellcraft	1,041	Only Useable by Cleric, Druid, Sorcerer, Wizard / Spellcraft +6
Greater Gloves of Swordplay	1,041	Parry +6
Greater Gloves of the Artificer	14,149	Craft Armor, Weapon, Alchemy & Trap +6
Greater Gloves of the Minstrel	1,041	Only Useable by Bard / Perform +6
Lesser Gauntlets of Ogre Power	1,103	Strength +1
Nasher's Gloves of Combat	723	Parry +5
The Industrious Hands of Pim *	26,469	Dexterity +2 / Only Useable by Fighter / Use: Haste (10), 1 Use/Day
Wondrous Gloves	4,101	Wisdom -1 / Bonus Spell Slots: Bard Levels 0, 1, 2, 3 / Only Useable by Bard
Ysridain's Touch *	11,629	Armor Bonus +3 (AC Deflection Modifier) / Decreased Skill Modifier: Bluff -3 / Only Useable by Bard / Diplomacy +3

HELMETS & CAPS

Weight: 2.0		
Armor	Cost	Special
Adamantine Helm	4,287	Armor Bonus +2 (AC Deflection Modifier) / Concentration +1
Anagrys' Mindmaze *	26,012	Intelligence +2 / Immunity: Mind Affecting Spells / Only Useable by Wizard
Beholder Crown	93,186	Light Dim (5m) Orange / Use: Finger of Death (13), 1 Use/Day / Use: Flesh to Stone (5), 1 Use/Day
Chain Helm	3	-
City Watch Helmet	31	Iron / Concentration +1
Cowl of Warding	49,003	Freedom of Movement / Immunity: Mind-Affecting Spells
Fighter Helmet	31	Concentration +1
Finch's Fine Chapeau	4,164	Bluff +4 / Diplomacy +4 / Perform +2 / Sleight of Hand +2
Golden Circlet	27,618	Immunity: Mind-Affecting Spells / Will +1 / Concentration +1 / Spell Resistance: 10
Greater Mask of Persuasion	11,699	Charisma +2 / Light Low (10m) Yellow / Concentration +1 / Diplomacy +5
Head of the Lame Kobold *	33,808	Ability Score Penalty: Intelligence -2 / Charisma +2 / Only Useable by Warlock / Use: Fear (5), 3 Uses/Day
Headband of Intellect +2	4,412	Intelligence +2
Headband of Intellect +4	17,642	Intelligence +4
Headband of Intellect +6	39,692	Intelligence +6
Headband of Intellect +8	70,562	Intelligence +8
Headband of the Binder	1,852	Lore +4 / Spellcraft +4
Helm of Brilliance	35,655	Light Low (10M) Blue / Resistance: Fire 20/- / Use: Fireball (10), 2 Charges/Use / Use: Prismatic Spray (13), 5 Charges/Use / Use: Wall of Fire (9) Charges/Use
Helm of Darkness	85,828	Charges: 50 / Darkvision / Immunity: Death Magic / Immunity: Fear / Resistance: Cold 20/- / Spell Immunity: Darkness / Use: Darkness (3), 1 Charge/Use
Helm of Gram the Mouse *	35,673	Damage Reduction 2/ / Resistance: Piercing 5/-
Helm of the Stranger	44,127	Damage Vulnerability: Cold 50% / Damage Vulnerability / Light Normal (15m) Blue / Use: Cone of Cold (9), 5 Charges/Use / Use: Ice Storm (9), 4 Charges/Use / Use: Ray of Frost (1) Unlimited Uses / Resistance: Fire 30/-
Horse Hair Helmet	31	Concentration +1
Laborer's Shade	3	-
Leather Helm	3	-
Lichskull	126,790	Ability Score Penalty: Charisma -2 / Only Useable by Pale Master, Red Dragon Disciple, Sorcerer, Wizard / Concentration +12 / Spellcraft +12 / Spell Resistance: 18
Mage's Skullcap	118	Concentration +2
Major Circlet of Blasting	29,398	Use: Searing Light (5), 3 Uses/Day
Mask of Death	77,822	Use: Death Armor (3), 1 Use/Day / Use: Finger of Death (13), 1 Use/Day / Use: Vampiric Touch (5), 1 Use/Day
Mask of Persuasion	4,123	Charisma +1 / Light Low (10m) Yellow / Concentration +1 / Diplomacy +3
Mask of the Skull	66,491	Charges: 20 / Use: Finger of Death (13), 1 Use/Day
Minor Circlet of Blasting	11,761	Use: Searing Light (5), 1 Use/Day
Moonstone Mask	13,841	Darkvision / Concentration +1 / Listen +5 / Search +5 / Spot +5
Noble's Cap	1,105	Charisma +1
Paladin Helmet	31	Concentration +1
Pot Helmet	31	Concentration +1
Royal Guard Helmet	31	Concentration +1
Scale Helm	3	-
Scattertrail Helmet *	27,401	Only Useable by Druid / Use: Entangle (5), 3 Uses/Day / Use: Summon Creature IV (7), 1 Use/Day
Shukenja Helm	4,821	Bonus Spell Slots: Sorcerer Levels 0, 1, 2, 3 / Concentration +1
Spike Helmet	31	Concentration +1
Stag Helmet	31	Concentration +1
Swashbuckler's Hat	118	Diplomacy +2
Thayvian Circlet	11,529	Intelligence +2 / Improved Saving Throws (All) +1 / Concentration +1
The Laurel Crown	27,095	Armor Bonus +1 (AC Deflection Modifier) / Bonus Spell Slots: Bard Levels 3, 4, 5 / Only Useable by Bard / Perform +4
The Regal	8,853	Decreased Skill modifier: Search -5 / Decreased Skill Modifier: Spot -5 / Resistances: Acid 10/-, Fire 10/-

The Watchful Mind of Pim *	13,610	Only Useable by Fighter / Search +4 / Spot +4 / Use: Invisibility Purge (5), 1 Use/Day
Thieves' Hood	6,762	Immunity: Knockdown / Immunity: Poison / Only Useable by Rogue / Concentration +1 / Open Lock +2 / Search +2
Watchman's Helm	19,187	Light Low (10m) Blue / Listen +8 / Search +8 / Spot +8
Winged Helmet	31	Concentration +1
Wizard's Hat	118	Concentration +2

RINGS

Weight: 0.1		
Armor	**Cost**	**Special**
Anagrys' Shackle-Breaker *	91,245	Only Useable by Wizard / Use: Greater Dispelling (7), 3 Uses/Day
Aribeth's Ring	52,813	Spell Resistance: 18
Bone Ring	2,813	Immunity: Level/Ability Drain
Commander's Ring	33,602	Armor Bonus +2 (AC Deflection Modifier) / Improved Saving Throws (All) +2 / Light Normal (15m) Yellow / Use: Knock (3), 1 Use/Day
Copper Ring	24	-
Finger of the Lame Kobold *	42,051	Only Useable by Warlock / Regeneration +3
Gold Ring	499	-
Graena's Bond *	61,461	Only Useable by Barbarian / Use: Inflict Serious Wounds (9), 3 Uses/Day
Heart of Ilum Lura *	7,052	Improved Saving Throws (All) +2 / Only Useable by Ranger
Heirloom of Asenath *	9,661	Charisma +2 / Only Useable by Sorcerer / Concentration +4
Ironskin Ring	39,552	Resistances: Piercing 5/-, Slashing 5/-
Lesser Ring of Power	29,253	Regeneration: +1 / Resistance: Cold 5/- / Resistance: Electrical 5/- / Resistance: Fire 5/-
Nasher's Ring of Strength	12,404	Strength +3
Purple Dragon Ring	3,251	Charges: 9 / Immunity: Poison / Use: Light (5), Unlimited Uses
Ring of Clear Thought +1	1,379	Intelligence +1
Ring of Clear Thought +2	5,513	Intelligence +2
Ring of Clear Thought +3	12,404	Intelligence +3
Ring of Clear Thought +4	22,051	Intelligence +4
Ring of Clear Thought +5	34,454	Intelligence +5
Ring of Clear Thought +6	49,613	Intelligence +6
Ring of Clear Thought +7	67,529	Intelligence +7
Ring of Clear Thought +8	88,201	Intelligence +8
Ring of Crimson	201	Light Normal (15m) Red
Ring of Cyan	201	Light Normal (15m) Blue
Ring of Disease Immunity	1,251	Immunity: Disease
Ring of Divine Power (1)	801	Bonus Spell Slots: Cleric Level 1, Druid Level 1
Ring of Divine Power (2)	1,954	Bonus Spell Slots: Cleric Level 2, Druid Level 2
Ring of Divine Power (3)	3,829	Bonus Spell Slots: Cleric Level 3, Druid Level 3
Ring of Divine Power (4)	7,813	Bonus Spell Slots: Cleric Level 4, Druid Level 4
Ring of Divine Power (5)	11,251	Bonus Spell Slots: Cleric Level 5, Druid Level 5
Ring of Elemental Resistance	90,313	Resistances: Acid 15/-, Cold 15/-, Electrical 15/-, Fire 15/-
Ring of Force Shield	4,513	Armor Bonus +2 (AC Deflection Modifier) / Only Usable By: Bard, Cleric, Druid, Fighter, Harper Agent, Paladin, Ranger
Ring of Fortitude +1	429	Fortitude +1
Ring of Fortitude +2	1,907	Fortitude +2
Ring of Fortitude +3	4,442	Fortitude +3
Ring of Fortitude +4	8,034	Fortitude +4
Ring of Fortitude +5	12,681	Fortitude +5
Ring of Fortitude +6	38,158	Fortitude +6
Ring of Fortitude +7	63,904	Fortitude +7
Ring of Fortitude +8	103,513	Fortitude +8
Ring of Freedom of Movement	20,001	Freedom of Movement
Ring of Hiding	1,301	Hide +6
Ring of Holiness	13,408	Bonus Spell Slots: Cleric Levels 0, 1, 2, 3, 4 / Only Usable By: Cleric
Ring of Improved Evasion	11,251	Improved Evasion
Ring of Insight	904	-
Ring of Invisibility	15,704	Use: Invisibility (3), 3 Uses/Day
Ring of Jade	201	Light Normal (15m) Green
Ring of Magic Defenses	28,643	Spellcraft +2 / Spell Resistance: 14 / Use: Dispel Magic (5), 1 Use/Day
Ring of Major Acid Resistance	22,051	Resistance: Acid 30/-
Ring of Major Cold Resistance	28,801	Resistance: Cold 30/-
Ring of Major Electrical Resistance	36,451	Resistance: Electrical 30/-
Ring of Major Fire Resistance	45,001	Resistance: Fire 30/-
Ring of Major Sonic Resistance	45,001	Resistance: Sonic 30/-
Ring of Might	5,001	Bonus Feat: Improved Critical (Unarmed Strike) / Bonus Feat: Weapon Specialization (Unarmed Strike)
Ring of Nine Lives	6,566	Charges: 9 / Use: Heal (11), 1 Charge/Use
Ring of Power	196,879	Freedom of Movement / Regeneration: +1 / Resistance: Cold 15/- / Resistance: Electrical 15/- / Resistance: Fire 15/-
Ring of Protection +1	1,013	Armor Bonus +1 (AC Deflection Modifier)
Ring of Protection +2	4,513	Armor Bonus +2 (AC Deflection Modifier)
Ring of Protection +3	10,513	Armor Bonus +3 (AC Deflection Modifier)
Ring of Protection +4	19,013	Armor Bonus +4 (AC Deflection Modifier)
Ring of Protection +5	30,013	Armor Bonus +5 (AC Deflection Modifier)
Ring of Regeneration	86,051	Regeneration: +4
Ring of Resistance +1	2,908	Improved Saving Throws (All) +1 / Light Normal (15m) Orange
Ring of Resistance +2	9,627	Improved Saving Throws (All) +2 / Light Normal (15m) Orange
Ring of Resistance +3	20,252	Improved Saving Throws (All) +3 / Light Normal (15m) Orange
Ring of Scholars	1,954	Light Normal (15m) White / Lore +5
Ring of Sorcerous Power	44,627	Bonus Spell Slots: Sorcerer Levels 3, 5 / Charisma +2 / Only Useable by Sorcerer / Spell Resistance: 10
Ring of Spell Battle	31,186	Spellcraft +10 / Use:Dispel Magic (10), 1 Use/Day
Ring of the Ram	6,744	Charges: 50 / Bonus Feat: Knockdown / Use: Knock (3), 1 Charge/Use
Ring of the Wood Elves	25,313	Spell Resistance: 16
Ring of Wizardry (1)	1,801	Bonus Spell Slots: Bard Level 1, Sorcerer Level 1, Wizard Level 1
Ring of Wizardry (2)	4,395	Bonus Spell Slots: Bard Level 2, Sorcerer Level 2, Wizard Level 2
Ring of Wizardry (3)	8,614	Bonus Spell Slots: Bard Level 3, Sorcerer Level 3, Wizard Level 3
Ring of Wizardry (4)	17,579	Bonus Spell Slots: Bard Level 4, Sorcerer Level 4, Wizard Level 4
Ring of Wizardry (5)	25,313	Bonus Spell Slots: Bard Level 5, Sorcerer Level 5, Wizard Level 5
Silver Ring	124	-
Stoneeater's Ring	44,426	Use: Stone to Flesh (5), 1 Use/Day
The Nomad's Ring	16,654	Bonus Spell Slots: Sorcerer Levels 1, 2, 3, 4 / Light Bright (20m) Blue

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

The Wanderer's Ring	16,654	Bonus Spell Slots: Wizard Levels 1, 2, 3, 4 / Light Bright (20m) Blue

SHIELDS

LIGHT SHIELDS

Base Armor Class: 1
Armor Check Penalty: -1
Arcane Spell Failure: 5%
Feat Required: Shields
Weight: 5.0

Armor	Cost	Special
Adamantine Light Shield	5,026	Damage Reduction: 1/ / Adamantine
Darksteel Light Shield	629	Resistance: Acid 5/-
Duskwood Light Shield	99	Weight Reduction: 40% (2 pounds)
Dwarven Mirth	9,009	Armor Bonus +1 (AC Deflection Modifier) / Charisma +2
Hearth Shield	29,169	Armor Bonus +3 (AC Deflection Modifier) / Resistance: Fire 15/-
Light Ironwood Shield	7,848	Arcane Spell Failure: -05% / Weight Reduction: 40% of Weight
Light Shield	9	-
Light Shield +1	818	Armor Bonus +1 (AC Deflection Modifier)
Light Shield +2	3,619	Armor Bonus +2 (AC Deflection Modifier)
Light Shield +3	8,419	Armor Bonus +3 (AC Deflection Modifier)
Light Shield +4	15,219	Armor Bonus +4 (AC Deflection Modifier)
Light Shield +5	24,019	Armor Bonus +5 (AC Deflection Modifier)
Mithral Light Shield	7,299	Arcane Spell Failure: -05% / Weight Reduction: 60% (3 pounds)
Mithral Shield	34,819	Armor Bonus +2 (AC Deflection Modifier) / Freedom of Movement
Protector	3,619	Armor Bonus +2 (AC Deflection Modifier)
Shield of Dawn	1,571	Armor Bonus vs. Undead +2 (AC Deflection Modifier) / Light Low (10m) White
Shield of the Void	98,018	Armor Bonus +4 (AC Deflection Modifier) / Immunity to Spell By Level: Level 2 or Lower
Shield of the Watch	911	Armor Bonus vs. Human +2 (AC Deflection Modifier)
Shield of the Wisp Hunter	12,084	Armor Bonus +2 (AC Deflection Modifier) / Resistance: Electrical 10/-
Umber Hulk Hide Light Shield	24,019	Armor Bonus +2 (AC Deflection Modifier) / Immunity: Mind-Affecting Spells
Zalantar Light Shield	24,019	Arcane Spell Failure: -10% / Armor Bonus +2 (AC Deflection Modifier)

HEAVY SHIELDS

Base Armor Class: 2
Armor Check Penalty: -2
Arcane Spell Failure: 15%
Feat Required: Shields
Weight: 7.0

Armor	Cost	Special
Adamantine Heavy Shield	10,035	Damage Reduction: 2/
Darksteel Heavy Shield	670	Resistance: Acid 5/-
Dragon Shield	61,672	Armor Bonus +2 (AC Deflection Modifier) / Resistances: Acid 10 /-, Cold 10/-, Electrical 10/-, Fire10/-
Duskwood Heavy Shield	140	Weight Reduction: 40% (2.8 pounds)
Heavy Ironwood Shield	7,889	Arcane Spell Failure: -05% / Weight Reduction: 40% (2.8 pounds)
Heavy Shield	50	-
Heavy Shield +1	859	Armor Bonus +1 (AC Deflection Modifier)
Heavy Shield +2	3,660	Armor Bonus +2 (AC Deflection Modifier)
Heavy Shield +3	8,460	Armor Bonus +3 (AC Deflection Modifier)
Heavy Shield +4	15,260	Armor Bonus +4 (AC Deflection Modifier)
Heavy Shield +5	24,060	Armor Bonus +5 (AC Deflection Modifier)
Laeral's Spell Shield	29,210	Armor Bonus +1 (AC Deflection Modifier) / Spell Resistance: 16
Mirror Shield	24,060	Charges: 50 / Armor Bonus +3 (AC Deflection Modifier) / Spell Resistance: 12
Mithral Heavy Shield	13,740	Arcane Spell Failure: -15% / Weight Reduction: 60% (4.2 pounds)
Shield of Prator	416,210	Armor Bonus +5 (AC Deflection Modifier) / Wisdom +4 / SR: 14 / Resistances: Acid 10/-, Cold 15/-, Electrical 10/-, Fire 10/-, Sonic 10/-
Shield of the Holy	26,572	Armor Bonus +4 (AC Deflection Modifier) / BF: Extra Turning
Shield of the Sun	13,961	Armor Bonus +3 (AC Deflection Modifier) / Light Bright (20m) Yellow / Use: Searing Light (5) 2 Charges/Light
Silver Shield	8,460	Armor Bonus +2 (AC Deflection Modifier) / Immunity: Fear
Umber Hulk Hide Heavy Shield	24,060	Armor Bonus +2 (AC Deflection Modifier) / Immunity: Mind-Affecting Spells
Uthgardt Holy Shield	18,885	Ability Score Penalty: Charisma -2 / Armor Bonus +2 (AC Deflection Modifier) / Strength +2 / Taunt +2
Zalantar Heavy Shield	6,300	Arcane Spell Failure: -05%

TOWER SHIELDS

Base Armor Class: 3
Armor Check Penalty: -10
Arcane Spell Failure: 50%
Feat Required: Shields
Weight: 19.4

Armor	Cost	Special
Adamantine Tower Shield	15,076	Damage Reduction: 3/ / Adamantine
Darksteel Tower Shield	720	Resistance: Acid 5/-
Duskwood Tower Shield	190	Weight Reduction: 40% (7.7 pounds)
Forgotten Shield	73,802	Armor Bonus +4 (AC Deflection Modifier) / Damage Immunity: Slashing 25% / Immunity Bonus / Improved Saving Throws: Will +2
Goblin Shield of Nulbish	11,322	Charges: 50 / Armor Bonus vs. Goblinoid +3 (AC Deflection Modifier) / Armor Bonus +1 (AC Deflection Modifier) / Darkvision
Greater Shield of Dawn	14,162	Armor Bonus vs. Undead +5 (AC Deflection Modifier) / Armor Bonus +1 (AC Deflection Modifier) / Light Normal (15m) White
Greater Shield of the Watch	19,022	Armor Bonus vs. Human +5 (AC Deflection Modifier) / Armor Bonus +2 (AC Deflection Modifier)
Hastsezini's Shield	24,110	Armor Bonus +5 (AC Deflection Modifier) / Only Useable by Lawful
Imaskari Shield	11,660	Armor Bonus +2 (AC Deflection Modifier) / SR: 10
Ironwood Tower Shield	7,939	Arcane Spell Failure: -05% / Weight Reduction: 40% (7.7 pounds)
Mithral Tower Shield	17,739	Arcane Spell Failure: -20% / Weight Reduction: 60% (11.6 pounds)
Shield of Darksteel Tower	14,922	Armor Bonus vs. Good +4 (AC Deflection Modifier) / Armor Bonus +2 (AC Deflection Modifier)
Shield of the Dragonslayer	28,722	Armor Bonus vs. Dragon: +5 (AC Deflection Modifier) / Armor Bonus +3 (AC Deflection Modifier)
Tower Shield	100	-
Tower Shield +1	909	Armor Bonus +1 (AC Deflection Modifier)
Tower Shield +2	3,710	Armor Bonus +2 (AC Deflection Modifier)
Tower Shield +3	8,510	Armor Bonus +3 (AC Deflection Modifier)
Tower Shield +4	15,310	Armor Bonus +4 (AC Deflection Modifier)
Tower Shield +5	24,110	Armor Bonus +5 (AC Deflection Modifier)
Umber Hulk Hide Tower Shield	24,119	Armor Bonus +2 (AC Deflection Modifier) / Immunity: Mind-Affecting Spells
Zalantar Tower Shield	24,110	Arcane Spell Failure: -10% / Armor Bonus +2 (AC Deflection Modifier)

Items

Crafting Materials

REFERENCES

Item	Cost	Weight	Recipes
A Study of the Fantastical Vestments of the Priest of the Realms	51	1.0	Ring of Divine Power 1, 2, 3, 4, Periapt of Wisdom +2, Periapt of Wisdom +4
Abjurative Enchantments	51	1.0	Improved Armor of Acid Resistance, Improved Armor of Cold Resistance, Improved Armor of Electricity Resistance, Improved Armor of Fire Resistance, Improved Armor of Sonic Resistance, Base Armor Enchantment +3
Accoutrements of Masterful Wizardry and Their Construction	51	1.0	Ring of Wizardry 1, 2, 3, 4, Headband of Intellect +2, Headband of Intellect +4
Advanced Abjuratives	51	1.0	Greater Armor of Acid Resistance, Greater Armor of Cold Resistance, Greater Armor of Electricty Resistance, Greater Armor of Fire Resistance, Greater Armor of Sonic Resistance, Base Armor Enchantment +4, Base Armor Enchantment +5
Advanced Arcanery of Protection	51	1.0	Amulet of Natural Armor +4, Amulet of Natural Armor +5, Bracers of Armor +5, +6, +7, +8, Cloak of Displacement
Alazzabner's Grand Ensorcelments of the Mind	51	1.0	Periapt of Wisdom +4, Periapt of Wisdom +6, Headband of Intellect +4, Headband of Intellect +6, Nymph Cloak +4, Nymph Cloak +6, Medallion of Thought
Codex Necromantica	51	1.0	Weapon of Life Stealing, Weapon of Improved Life Stealing, Weapon of Greater Life Stealing, Fortified Armor
Deflections and Dispellings	51	1.0	Armor of Spell Resistance, Improved Armor of Spell Resistance, Armor of Arrow Deflection, Invulnerable Armor
Formulae of the Learned Scholars of Halruaa	51	1.0	Greater Acid Flask, Greater Alchemist's Fire, Greater Choking Powder, Greater Holy Water, Greater Tanglefoot Bag, Greater Thunderstone
Fundamentals of Abjurative Enchantment	51	1.0	Armor of Acid Resistance, Armor of Cold Resistance, Armor of Electricty Resistance, Armor of Fire Resistance, Armor of Sonic Resistance, Base Armor Enchantment +1, Base Armor Enchantment +2
Fundamentals of Protections for the Self	51	1.0	Amulet of Natural Armor +1, +2, +3, Bracers of Armor +1, +2, +3, +4
Fundamentals of Terrible Destruction	51	1.0	Base Weapon Enchantment +1, +2, +3, +4, +5, Scabbard of Keen Edges
Liber Occultatum	51	1.0	Shadowy Armor, Improved Shadowy Armor, Greater Shadowy Armor, Silent Armor, Improved Silent Armor, Greater Silent Armor, Quick Armor
Marvellous Artefacts for the Resistance of Sorcery	51	1.0	Greater Mantle of Spell Resistance, Armor of Spell Resistance, Improved Armor of Spell Resistance, Greater Armor of Spell Resistance, Cloak of Resistance +4, Cloak of Resistance +5
Of Healthful Enchantments for the Body	51	1.0	Belt of Agility +4, Belt of Agility +6, Belt of Frost Giant Strength +4, Belt of Stone Giant Strength +6, Boots of Striding +4, Boots of Striding +6
On the Crafting of Mystical Garb for All Climes	51	1.0	Cloak of Resistance +1, Cloak of Resistance +2, Cloak of Resistance +3, Scarab of Greater Protection, Armor of Cold Resistance, Armor of Fire Resistance
On the Refinement of the Alchemist's Craft	51	1.0	Improved Acid Flask, Improved Alchemist's Fire, Improved Choking Powder, Improved Holy Water, Improved Tanglefoot Bag, Improved Thunderstone
The Book of All Elements	51	1.0	Flaming Weapon, Frost Weapon, Shock Weapon, Poison Weapon, Acid Weapon
The Book of Bones	51	1.0	Anarchic Weapon, Axiomatic Weapon, Holy Weapon, Unholy Weapon, Hunting Weapon, Weapon of Disruption
The Book of Fire	51	1.0	Armor of Fire Resistance, Improved Armor of Fire Resistance, Greater Armor of Fire Resistance, Flaming Weapon
The Book of Ice	51	1.0	Armor of Cold Resistance, Improved Armor of Cold Resistance, Greater Armor of Cold Resistance, Frost Weapon
The Book of Seeing	51	1.0	Gem of Seeing, Periapt of Wisdom +2, Periapt of Wisdom +4
The Crafts - Work of Evermeet	51	1.0	Cloak of Elvenkind, Boots of Elvenkind, Belt of Agility, Ring of Wizardry,
The Lore of the Master Alchemist	51	1.0	Perfected Acid Flask, Perfected Alchemist's Fire, Perfected Choking Powder, Perfected Holy Water, Perfected Tanglefoot Bag, Perfected Thunderstone
The Quiet Deaths of the Brotherhood of Assassins	51	1.0	Mild Giant Centipede Venom, Average Giant Centipede Venom, Strong Giant Centipede Venom, Deadly Giant Centipede Venom, Mild Giant Bee Venom, Average Giant Bee Venom, Strong Giant Bee Venom, Deadly Giant Bee Venom, Mild Giant Scorpion Venom, Average Giant Scorpion Venom, Strong Giant Scorpion Venom, Deadly Giant Scorpion Venom
The Tome of Alchemy	51	1.0	Acid Flask, Alchemist's Fire, Choking Powder
The Wondrous Potions of the Brothers of Ilmater	51	1.0	Holy Water, Tanglefoot Bag, Thunderstone

TOOLS

Item	Cost	Weight	Special
Mortar & Pestle	4	0.3	–
Smith's Hammer	4	0.3	–
Blank Scroll	6	0.1	–
Magical Potion Bottle	5	0.1	–

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Magic Potion	1	1.0	-
Magic Wand	1	1.0	-
Bone Wand	50	1.0	-

COMPONENTS

CRAFTING GEMS

Item	Cost	Weight	Special
Alexandrite	500	0.5	-
Amethyst	100	0.5	-
Aventurine	125	0.5	-
Beljuril	3,050	0.5	-
Bloodstone	40	0.5	-
Blue Diamond	4,500	0.5	-
Canary Diamond	3,000	0.5	-
Coldstone	20	0.5	-
Diamond	1,000	0.5	-
Emerald	850	0.5	-
Fire Agate	50	0.5	-
Fire Opal	750	0.5	-
Fluorspar	20	0.5	-
Garnet	300	0.5	-
Greenstone	200	0.5	-
Jacinth	1,750	0.5	-
King's Tear	4,000	0.5	-
Obsidian	n.a.	0.5	-
Phenalope	150	0.5	-
Rogue Stone	5,000	0.5	-
Ruby	675	0.5	-
Saintsblood Pearl	4,858	0.5	-
Sapphire	900	0.5	-
Star Sapphire	3,600	0.5	-
Topaz	600	0.5	-

ESSENCES

Item	Cost	Weight	Special
Faint Air Essence	150	0.5	-
Faint Earth Essence	150	0.5	-
Faint Fire Essence	150	0.5	-
Faint Power Essence	150	0.5	-
Faint Water Essence	150	0.5	-
Glowing Air Essence	900	0.5	-
Glowing Earth Essence	900	0.5	-
Glowing Fire Essence	900	0.5	-
Glowing Power Essence	900	0.5	-
Glowing Water Essence	900	0.5	-
Radiant Air Essence	2,000	0.5	-
Radiant Earth Essence	2,000	0.5	-
Radiant Fire Essence	2,000	0.5	-
Radiant Power Essence	2,000	0.5	-
Radiant Water Essence	2,000	0.5	-
Weak Air Essence	350	0.5	-
Weak Earth Essence	350	0.5	-
Weak Fire Essence	350	0.5	-
Weak Power Essence	350	0.5	-
Weak Water Essence	350	0.5	-

HIDES

Item	Cost	Weight	Special
Leather Hide	5	0.5	-
Red Dragon Hide	500	0.5	-
Salamander Hide	250	0.5	-
Umber Hulk Hide	300	0.5	-
Wyvern Hide	250	0.5	-

INGOTS

Item	Cost	Weight	Special
Adamantine Ingot	500	0.5	-
Alchemical Silver Ingot	100	0.5	-
Cold Iron Ingot	100	0.5	-
Darksteel Ingot	250	0.5	-
Iron Ingot	5	0.5	-
Mithral Ingot	150	0.5	-

MISC. INGREDIENTS & ITEMS

Item	Cost	Weight	Special
Adamantine	5	0.3	-
Austruth Flute	69,366	1.0	Only Useable By: Bard, Harper Agent, Shadowdancer / Use: Greater Dispelling (7) 1 Use/Day / Use: Mass Cure Moderate Wounds 1 Use/Day / Use: Mind Fog (9) 1 Use/Day
Bag of Holding	15,077	1.0	Reduced Container Weight: Content weighs nothing
Belladonna	20	0.3	Use: Herb, Belladonna Single Use
Bodak's Tooth	1	0.5	-
Bowl of Commanding Water Elementals	4,200	0.3	Charges:10 / Use: Summon Water Elemental 1 Charge/Use
Brazier of Commanding Fire Elementals	4,200	0.3	Charges:10 / Use: Summon Fire Elemental 1 Charge/Use
Broken Item	1	0.5	-
Brooch of Shielding	12,257	0.5	Use: Shield (5) 3 Uses/Day
Canaith Mandolin	23,516	3.0	Only Useable By: Bard / Use: Cure Serious Wounds (5) 1 Use/Day / Use: Dispel Magic (5) 1 Use/Day / Use: Summon Creature III (5) 1 Use/Day
Censer of Controlling Air Elementals	4,201	0.5	Charges: 10 / Use: Summon Air Elemental 1 Charge/Use
Chime of Opening	3,016	0.5	Charges: 50 / Use: Knock (3) 1 Charge/Use
Coldstone	20	0.3	-
Diamond Dust	100	0.5	-
Distilled Alcohol	25	0.5	-
Doss Lute	18,039	3.0	Only Useable By: Bard / Use: Ghostly Visage (3) 1 Use/Day / Use: Hold Person (3) 1 Use/Day / Use: Neutralize Poison (5) 1 Use/Day
Drum of Haunting	1	2.0	Only Useable By: Bard, Harper Agent
Drum of Haunting	6,839	2.0	Charges: 50 / Only Useable By: Bard / Use: Animate Dead (5) 3 Charges/Use / Use: Cause Fear 1 Charge/Use / Use: Fear (5) 2 Charges/Use
Dust of Appearance	353	0.5	Use: Invisibility Purge (5) Single Use
Dust of Disappearance	639	0.5	Use: Improved Invisibility (7) Single Use
Elixir of Horus-Re	1,995	0.5	Use: Sunbeam (13) Single Use
Empty Ale Stein	1	0.5	-
Empty Bottle	1	0.5	-
Empty Spirits Bottle	1	0.5	-
Empty Wine Bottle	1	0.5	-
Fairy Dust	4	0.5	-
Fife of Blasting	5,025	1.0	Use: Sound Burst (3) 1 Use/Day
Fire Beetle's Belly	1	0.5	-
Flute	1	1.0	Only Useable By: Bard, Harper Agent
Fochluchan Bandore	400	3.0	Only Useable By: Bard / Use: Light (5) 1 Use/Day
Garlic	5	0.3	Use: Herb, Garlic Single Use
Gem of Brightness	8,173	0.3	Charges: 50 / Use: Blindness/Deafness (3) Single Use / Use: Light (5) 1 Charge/Use / Use: Sunbeam (13) 5 Charges/Use
Gem of Seeing	33,563	0.3	Use: True Seeing (9) 1 Use/Day
Gold Piece	0	0.0	-

Golden Chalice of Lathander	2,468	0.5	Charges: 15 / Use: Light (5) Unlimited Uses/Day / Use: Mass Cure Serious Wounds 5 Charges/Use
Greater Magic Bag	9,530	1.0	Reduced Container Weight: Content weight: -80%
Heart of the Beast	638	0.3	Use: Divine Power (7) Single Use
Ironwood	2	0.5	-
Lantern of Revealing	47,033	0.5	Use: Invisibility Purge (5) Unlimited Uses/Day
Lens of Detection	12,563	0.5	Use: Find Traps (3) 3 Uses/Day
Lesser Magic Bag	2,280	1.0	Reduced Container Weight: Content weight: -40%
Lute	1	3.0	Only Useable By: Bard, Harper Agent
Mac-Fuirmidh Cithern	3,325	3.0	Only Useable By: Bard / Use: Cure Light Wounds (2) 1 Use/Day / Use: Mage Armor (2) 1 Use/Day / Use: Sleep (2) 1 Use/Day
Magic Bag	5,265	1.0	Reduced Container Weight: Content weight: -60%
Magic Pouch	827	1.0	Reduced Container Weight: Content weight: -20%
Powdered Silver	50	0.5	-
Quicksilver	25	0.5	-
Rags	1	0.3	-
Scabbard of Blessing	15,680	0.5	Use: Aid (3) 3 Uses/Day / Use: Bless (2) 3 Uses/Day
Scabbard of Keen Edges	29,295	0.5	Use: Keen Edge (5) 3 Uses/Day
Skeleton's Knuckle	1	0.3	-
Skin	1	0.5	-
Stone of Controlling Earth Elementals	4,200	0.3	Charges: 10 / Use: Summon Earth Elemental 1 Charge/Use
Torch	6	1.0	Light Bright (20m) Yellow
Vsridain's Muse (Lute) *	55,146	0.5	Only Useable by Bard / Use: Confusion (10), 3 Uses/Day

MOLDS

Item	Cost	Weight	Materials Req.
Banded Mail Mold	125	0.5	2 metal ingots
Bastard Sword Mold	25	0.5	2 metal ingots
Battleaxe Mold	1	0.5	1 metal ingot
Breastplate Mold	85	0.5	3 metal ingots
Chain Shirt Mold	40	0.5	2 metal ingots
Chainmail Mold	60	0.5	3 metal ingots
Club Mold	1	0.5	1 wooden plank
Dagger Mold	1	0.5	1 metal ingot
Dwarven Waraxe Mold	20	0.5	2 metal ingots
Falchion Mold	65	0.5	2 metal ingots
Flail Mold	20	0.5	1 metal ingot
Full Plate Mold	735	0.5	3 metal ingots
Greataxe Mold	10	0.5	2 metal ingots
Greatsword Mold	40	0.5	2 metal ingots
Halberd Mold	1	0.5	2 metal ingots
Half Plate Mold	285	0.5	3 metal ingots
Handaxe Mold	1	0.5	1 metal ingot
Heavy Crossbow Mold	40	0.5	2 wooden planks
Heavy Shield Mold	15	0.5	2 metal ingots
Hide Armor Mold	1	0.5	3 leather hides
Kama Mold	1	0.5	1 metal ingot
Katana Mold	25	0.5	2 metal ingots
Kukri Mold	3	0.5	1 metal ingot
Leather Armor Mold	1	0.5	3 leather hides
Light Crossbow Mold	25	0.5	2 wooden planks
Light Hammer Mold	1	0.5	1 metal ingot
Light Shield Mold	1	0.5	2 metal ingots
Longbow Mold	65	0.5	2 wooden planks
Longsword Mold	5	0.5	2 metal ingots
Mace Mold	7	0.5	1 metal ingot
Morningstar Mold	3	0.5	2 metal ingots
Padded Armor Mold	1	0.5	None
Quarterstaff Mold	1	0.5	1 wooden plank
Rapier Mold	15	0.5	1 metal ingot
Scale Mail Mold	10	0.5	3 metal ingots
Scimitar Mold	10	0.5	1 metal ingot
Scythe Mold	8	0.5	2 metal ingots
Short Sword Mold	5	0.5	1 metal ingot
Shortbow Mold	20	0.5	2 wooden planks
Sickle Mold	1	0.5	1 metal ingot
Spear Mold	1	0.5	1 wooden plank
Studded Leather Armor Mold	1	0.5	3 leather hides
Tower Shield Mold	35	0.5	3 metal ingots
Trap Kit Mold	20	0.5	None
Warhammer Mold	7	0.5	1 metal ingot
Warmace Mold	20	0.5	1 metal ingot

CREATURE DISTILLABLES

Weight: 0.5

Item	Cost	Craft Alchemy	Yields
Bat Tooth	100	4 ranks	Faint Air Essence
Bear Claw	200	6 ranks	Weak Earth Essence
Beetle Gland	200	6 ranks	Weak Earth Essence
Blade Spider Leg	400	8 ranks	Glowing Earth Essence
Bladeling Spike	100	4 ranks	Faint Power Essence
Bugbear Tusk	400	8 ranks	Glowing Water Essence
Demon Blood	600	8 ranks	Glowing Power Essence, Glowing Fire Essence
Devil Blood	600	8 ranks	Glowing Power Essence, Glowing Fire Essence
Dire Bear Claw	400	8 ranks	Glowing Earth Essence
Dire Boar Tusk	100	4 ranks	Faint Earth Essence
Dire Wolf Tooth	100	4 ranks	Faint Water Essence
Dragon Blood	800	10 ranks	Radiant Power Essence
Fire Beetle Belly	200	6 ranks	Weak Fire Essence
Fire Giant Head	800	10 ranks	Radiant Fire Essence
Fire Mephit Hide	200	6 ranks	Weak Fire Essence
Frost Giant Head	800	10 ranks	Radiant Water Essence
Gargoyle Horn	200	6 ranks	Weak Earth Essence
Ghast Claws	500	8 ranks	Glowing Air Essence, Weak Power Essence
Ghost Residue	400	8 ranks	Glowing Air Essence
Ghoul Claws	250	6 ranks	Weak Air Essence, Faint Power Essence
Hellhound Tooth	400	8 ranks	Glowing Fire Essence
Ice Mephit Hide	200	6 ranks	Weak Water Essence
Imp Stinger	100	4 ranks	Faint Fire Essence
Iron Golem Fragments	400	8 ranks	Glowing Earth Essence
Lich Dust	1,200	10 ranks	Radiant Power Essence, Radiant Air Essence
Ogre Mage Skull	400	8 ranks	Glowing Power Essence
Phase Spider Mandible	600	8 ranks	Glowing Power Essence, Glowing Water Essence
Shadow Reaver Bones	700	8 ranks	Glowing Power Essence, Random Glowing or Radiant Elemental Essence
Shadow Residue	400	8 ranks	Glowing Air Essence
Skeleton Rib	100	4 ranks	Faint Earth Essence
Spider Venom Gland	200	6 ranks	Weak Water Essence
Stag Beetle Horn	100	4 ranks	Faint Earth Essence
Troll Blood	200	6 ranks	Weak Power Essence, Weak Water Essence
Umber Hulk Mandible	450	6 ranks	Faint Power Essence, Weak Water Essence
Vampire Tooth	600	8 ranks	Glowing Power Essence, Glowing Fire Essence

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

Winter Wolf Pelt	400	8 ranks	Glowing Water Essence
Wraith Residue	300	6 ranks	Weak Power Essence, Weak Air Essence
Wyvern Scales	250	6 ranks	Weak Air Essence

WOOD

Item	Cost	Weight	Special
Duskwood Plank	100	0.5	–
Zalantar Plank	100	0.5	–
Shederran Plank	150	0.5	–
Wooden Plank	5	0.5	–

TRAP KITS

Item	Cost	Weight	Special
Average Electrical Trap Kit	706	0.5	–
Average Acid Splash Trap Kit	45	0.5	–
Average Blob of Acid Trap Kit	241	0.5	–
Average Fire Trap Kit	490	0.5	–
Average Frost Trap Kit	45	0.5	–
Average Gas Trap Kit	1,103	0.5	–
Average Holy Trap Kit	45	0.5	–
Average Negative Trap Kit	45	0.5	–
Average Sonic Trap Kit	45	0.5	–
Average Spike Trap Kit	20	0.5	–
Average Tangle Trap Kit	123	0.5	–
Deadly Acid Splash Trap Kit	177	0.5	–
Deadly Blob of Acid Trap Kit	961	0.5	–
Deadly Electrical Trap Kit	2,823	0.5	–
Deadly Fire Trap Kit	1,960	0.5	–
Deadly Frost Trap Kit	177	0.5	–
Deadly Gas Trap Kit	4,410	0.5	–
Deadly Holy Trap Kit	177	0.5	–
Deadly Negative Trap Kit	177	0.5	–
Deadly Sonic Trap Kit	177	0.5	–
Deadly Spike Trap Kit	4,079	0.5	–
Deadly Tangle Trap Kit	490	0.5	–
Healer's Kit +1	51	0.5	–
Healer's Kit +10	172	0.5	–
Healer's Kit +2	61	0.5	–
Healer's Kit +6	94	0.5	–
Minor Acid Splash Trap Kit	15	0.5	–
Minor Blob of Acid Trap Kit	79	0.5	–
Minor Electrical Trap Kit	231	0.5	–
Minor Fire Trap Kit	161	0.5	–
Minor Frost Trap Kit	15	0.5	–
Minor Gas Trap Kit	361	0.5	–
Minor Holy Trap Kit	15	0.5	–
Minor Tangle Trap Kit	41	0.5	–
Strong Acid Splash Trap Kit	73	0.5	–
Strong Blob of Acid Trap Kit	397	0.5	–
Strong Electrical Trap Kit	1,167	0.5	–
Strong Fire Trap Kit	810	0.5	–
Strong Frost Trap Kit	73	0.5	–
Strong Gas Trap Kit	1,823	0.5	–
Strong Holy Trap Kit	73	0.5	–
Strong Negative Trap Kit	73	0.5	–
Strong Sonic Trap Kit	73	0.5	–
Strong Spike Trap Kit	33	0.5	–
Strong Tangle Trap Kit	203	0.5	–

VENOMS

Item	Cost	Weight	Special
Giant Bee Venom Gland	15	1.5	Use: Poison Weapon Single Use
Giant Bee Venom, Average	495	1.5	Use: Poison Weapon Single Use
Giant Bee Venom, Deadly	1,495	1.5	Use: Poison Weapon Single Use
Giant Bee Venom, Mild	245	1.5	Use: Poison Weapon Single Use
Giant Bee Venom, Strong	745	1.5	Use: Poison Weapon Single Use
Giant Centipede Venom Gland	15	0.3	Use: Poison Weapon Single Use
Giant Centipede Venom, Average	99	0.3	Use: Poison Weapon Single Use
Giant Centipede Venom, Deadly	299	0.3	Use: Poison Weapon Single Use
Giant Centipede Venom, Mild	49	0.3	Use: Poison Weapon Single Use
Giant Centipede Venom, Strong	149	0.3	Use: Poison Weapon Single Use
Giant Scorpion Venom Gland	15	1.5	Use: Poison Weapon Single Use
Giant Scorpion Venom, Average	495	1.5	Use: Poison Weapon Single Use
Giant Scorpion Venom, Deadly	1,495	1.5	Use: Poison Weapon Single Use
Giant Scorpion Venom, Mild	245	1.5	Use: Poison Weapon Single Use
Giant Scorpion Venom, Strong	745	1.5	Use: Poison Weapon Single Use
Venom Gland	10	0.5	Use: Poison Weapon Single Use

Additional Items

BOOKS

Weight: 1.0	
Item	**Cost**
Exotic Weaponry	7
Famous Citizens of the Sword Coast	7
Helm's Hold	7
History of the Creator Races	7
Luskan's Arcane Brotherhood	7
Port Llast	7
Prayer to the Overgod (weight 6.0)	29,796
Religions of the Sword Coast	7
Return of the Beast	7
The Adventures of Grin, Richard,	7
and Wu-Wei	7
The City of Luskan	7
The City of Neverwinter	7
The Dessarin River	7
The Doombringers	7
The Ghost of Combberry	7
The Imps' Prison	7
The Leadership of Neverwinter	7
The Nether Scrolls	7
The Neverwinter Wood	7
The Northern Four Adventuring Troupe	7
The Origin of Magic	7
The Rise & Fall of Netheril	7
The Rival Orc Tribes & Great Battles	7
The Ruins of Illusk	7
The Sword Coast	7
The Time of Troubles	7
The Trade of Blades	7
The War of Light and Darkness	7
Uthgardt Barbarians	7
Uthgar's Legacy	7
Wars of the Creator Races	7
Waterdeep	7
Wind by the Fireside	7

POTIONS

Weight: 0.1	
Item	**Cost**
Ale	2
Wine	4

Spirits	6
Potion of Cure Light Wounds	12
Potion of Love	16
Potion of Bless	25
Potion of Cure Moderate Wounds	38
Potion of Owl's Wisdom	75
Potion of Lesser Restoration	75
Potion of Invisibility	75
Potion of Fox's Cunning	75
Potion of Bear's Endurance	75
Potion of Eagle's Splendor	75
Potion of Death Armor	75
Potion of Cat's Grace	75
Potion of Bull's Strength	75
Potion of Barkskin	75
Potion of Aid	75
Potion of Cure Serious Wounds	88
Potion of Cure Critical Wounds	160
Potion of Speed	176
Potion of Cure Disease	176
Potion of Antidote	176
Potion of Heal	730

SCROLLS

Weight: 0.1	
Item	**Cost**
Acid Fog	2,336
Acid Splash	18
Aid	242
Amplify	236
Animate Dead	565
Assay Resistance	1,022
Aura of Glory	520
Aura of Vitality	3,193
Aura versus Alignment	4,183
Awaken	1,612
Balagarn's Iron Horse	520
Bane	236
Banishment	2,990
Barkskin	242
Battletide	1,612
Bear's Endurance	242
Bestow Curse	565
Bigby's Clenched Fist	5,265
Bigby's Crushing Hand	5,991
Bigby's Forceful Hand	2,990
Bigby's Grasping Hand	3,941
Bigby's Interposing Hand	2,523
Blackstaff	4,183
Blade Barrier	2,336
Bless	81
Bless Weapon	1,917
Blindness / Deafness	242
Blindsight	242
Bombardment	5,265
Bull's Strength	242
Burning Hands	81
Call Lightning	565
Camouflage	236
Cat's Grace	242
Cause Fear	313
Chain Lightning	2,336
Charm Monster	565
Charm Person	81
Circle of Death	2,336
Claireaudience & Clairvoyance	565
Cloud of Bewilderment	242
Cloudkill	1,612
Color Spray	81
Combust	242
Cone of Cold	1,612
Confusion	565
Contagion	565
Control Undead	3,193
Create Greater Undead	4,183
Create Undead	2,336
Creeping Doom	3,193
Crumble	2,336
Crushing Despair	1,022
Cure Critical Wounds	512
Cure Light Wounds	41
Cure Minor Wounds	11
Cure Moderate Wounds	122
Cure Serious Wounds	283
Darkness	242
Daze	11
Death Armor	242
Death Knell	242
Death Ward	1,022
Deep Slumber	565
Delayed Blast Fireball	3,193
Destruction	3,193
Detect Undead	53
Dirge	2,990
Disintegrate	2,336
Dismissal	1,022
Dispel Magic	565
Displacement	937
Divine Favor	236
Divine Power	1,022
Dominate Animal	565
Dominate Monster	5,307
Dominate Person	1,022
Doom	81
Drown	2,990
Eagle's Splendor	242
Earthquake	5,265
Elemental Shield	1,022
Elemental Swarm	5,307
Endure Elements	81
Energy Drain	5,307
Energy Immunity	2,336
Enervation	1,022
Enlarge Person	53
Entangle	81
Entropic Shield	236
Ethereal Jaunt	3,757
Ethereal Visage	1,612
Evard's Black Tentacles	1,022
Expeditious Retreat	236
False Life	242
Fear	565
Feeblemind	1,612
Find Traps	242
Finger of Death	3,193
Fire Storm	3,193

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Fireball	565
Firebrand	2,523
Fireburst	242
Flame Arrow	565
Flame Strike	1,022
Flame Weapon	2,038
Flare	18
Flesh to Stone	1,707
Fox's Cunning	242
Freedom of Movement	1,022
Gate	5,307
Gedlee's Electric Loop	242
Ghostly Visage	242
Ghoul Touch	242
Globe of Invulnerability	2,336
Glyph of Warding	565
Grease	81
Greater Dispelling	1,403
Greater Fireburst	1,612
Greater Heroism	2,172
Greater Magic Fang	937
Greater Magic Weapon	1,848
Greater Planar Binding	4,183
Greater Restoration	3,193
Greater Shadow Conjuration	1,612
Greater Spell Breach	2,336
Greater Spell Mantle	5,307
Greater Stoneskin	2,336
Gust of Wind	529
Hammer of the Gods	1,022
Harm	2,336
Haste	565
Heal	2,336
Heroism	294
Hold Animal	242
Hold Monster	1,022
Hold Person	242
Holy Sword	2,540
Horrid Wilting	4,183
Ice Storm	1,232
Identify	242
Implosion	5,307
Improved Invisibility	1,022
Improved Mage Armor	565
Incendiary Cloud	4,183
Inferno	2,523
Infestation of Maggots	565
Inflict Critical Wounds	1,634
Inflict Light Wounds	236
Inflict Minor Wounds	18
Inflict Moderate Wounds	520
Inflict Serious Wounds	937
Invisibility	242
Invisibility Purge	565
Invisibility Sphere	565
Iron Body	4,183
Isaac's Greater Missile Storm	2,990
Isaac's Lesser Missile Storm	1,792
Joyful Noise	81
Keen Edge	2,246
Knock	242
Least Spell Mantle	1,022
Legend Lore	565
Lesser Dispel	242

Lesser Globe of Invulnerability	1,022
Lesser Mind Blank	1,612
Lesser Planar Binding	1,612
Lesser Restoration	242
Lesser Spell Breach	1,022
Lesser Spell Mantle	1,612
Light	11
Lightning Bolt	565
Low-Light Vision	53
Mage Armor	81
Magic Circle against Alignment	565
Magic Fang	236
Magic Missile	121
Magic Vestment	565
Magic Weapon	81
Mass Blindness/Deafness	4,183
Mass Camouflage	1,792
Mass Charm Monster	3,183
Mass Cure Critical Wounds	1,395
Mass Cure Light Wounds	1,612
Mass Cure Moderate Wounds	779
Mass Cure Serious Wounds	1,065
Mass Heal	4,183
Mass Hold Monster	5,307
Mass Hold Person	3,193
Mass Inflict Critical Wounds	4,183
Mass Inflict Light Wounds	1,612
Mass Inflict Moderate Wounds	2,336
Mass Inflict Serious Wounds	3,193
Melf's Acid Arrow	242
Mestil's Acid Breath	565
Meteor Swarm	5,307
Mind Blank	4,183
Mind Fog	1,612
Mirror Image	242
Mordenkainen's Disjunction	5,307
Mordenkainen's Sword	3,193
Neutralize Poison	565
Owl's Insight	2,523
Owl's Wisdom	242
Phantasmal Killer	1,022
Planar Ally	2,990
Planar Binding	2,336
Poison	565
Polar Ray	4,183
Polymorph Self	1,022
Power Word, Kill	5,307
Power Word, Stun	3,193
Prayer	565
Premonition	4,183
Prismatic Spray	3,193
Protection from Arrows	242
Protection from Elements	450
Protection from Spells	3,193
Protection fromAlignment	81
Quillfire	827
Rage	294
Raise Dead	1,612
Ray of Enfeeblement	81
Ray of Frost	11
Regenerate	3,193
Remove Blindness/Deafness	565
Remove Curse	565
Remove Disease	565

Remove Fear	81
Remove Paralysis	242
Resist Elements	242
Resistance	81
Restoration	1,022
Resurrection	3,193
Righteous Might	1,612
Sanctuary	81
Scare	313
Scintillating Sphere	565
Searing Light	565
See Invisibility	242
Shades	5,307
Shadow Conjuration	1,022
Shadow Shield	3,193
Shapechange	5,307
Shield	236
Shield of Faith	236
Shield Other	242
Shocking Grasp	53
Shroud of Flame	1,612
Silence	242
Slay Living	1,612
Sleep	81
Slow	565
Song of Discord	2,172
Sound Burst	242
Spell Mantle	3,193
Spell Resistance	1,612
Spiderskin	937
Spike Growth	937
Stinking Cloud	565
Stone Body	2,336
Stone to Flesh	1,707
Stonehold	2,336
Stoneskin	1,022
Storm of Vengeance	5,307
Summon Creature I	81
Summon Creature II	242
Summon Creature III	565
Summon Creature IV	1,022
Summon Creature IX	5,307
Summon Creature V	1,612
Summon Creature VI	2,336
Summon Creature VII	3,193
Summon Creature VIII	4,183
Sunbeam	3,193
Sunburst	5,265
Tasha's Hideous Laughter	520
Tenser's Transformation	2,336
True Seeing	1,612
True Strike	236
Undeath to Death	2,336
Undeath's Eternal Foe	5,991
Vampiric Touch	565
Vine Mine	1,612
Virtue	11
Vitriolic Sphere	1,612
Wail of the Banshee	5,307
Wall of Fire	1,232
War Cry	728
Weapon of Impact	565
Web	242
Weird	5,307
Word of Faith	3,193

Note: * represents items from the Special Edition version. • represents items from the Pre-sell version.

THIEVES' TOOLS

Weight: 0.5	
Item	Cost
Thieves' Tools +3	19
Thieves' Tools +6	62
Thieves' Tools +10	164

Monsters

Aberrations

Mindflayer

Primary Traits	
Race	Aberration
Alignment	CE
CR	7
HP	44
AC	15

Stats	
STR	12
DEX	14
CON	12
INT	19
WIS	17
CHA	17

Saves	
FOR	3
REF	4
WIL	9

Feats & Abilities

Darkvision, Weapon Prof. (Creature), Combat Cast., Weap. Finesse, Imp. Init., Psionic Charm, Ps. Inertial Barrier, Ps. Mass Concuss., Ps. Mind Blast, Ps. Mind Blast 10m Radius

Umber Hulk

Primary Traits	
Race	Abberation
Alignment	CE
CR	0?
HP	71
AC	18

Stats	
STR	23
DEX	13
CON	19
INT	11
WIS	11
CHA	13

Saves	
FOR	8
REF	3
WIL	6

Feats & Abilities

Darkvision, Weapon Proficiency (Creature), Great Fortitude, Toughness, Gaze, Confusion

Animals: Dire

Dire Badger

Primary Traits	
Race	Beast
Alignment	N
CR	2
HP	28
AC	17

Stats	
STR	14
DEX	17
CON	19
INT	2
WIS	12
CHA	10

Saves	
FOR	7
REF	6
WIL	4

Feats & Abilities

Weapon Proficiency (Creature), Low-light Vision

Dire Bear

Primary Traits	
Race	Beast
Alignment	N
CR	7
HP	105
AC	17

Stats	
STR	31
DEX	13
CON	19
INT	2
WIS	12
CHA	10

Saves	
FOR	12
REF	9
WIL	9

Feats & Abilities

Weapon Proficiency (Creature), Toughness, Weapon Focus (Creature), Low-light Vision, Alertness

Dire Boar

Primary Traits	
Race	Beast
Alignment	N
CR	4
HP	52
AC	16

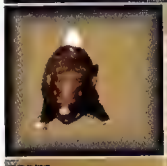
Stats	
STR	27
DEX	10
CON	17
INT	2
WIS	13
CHA	8

Saves	
FOR	8
REF	5
WIL	8

Feats & Abilities

Weapon Proficiency (Creature), Toughness, Alertness, Low-light Vision, Iron Will

Dire Rat



Primary Traits	
Race	Beast
Alignment	N
CR	0.33
HP	5
AC	15

Stats	
STR	10
DEX	17
CON	12
INT	1
WIS	49
CHA	4

Saves	
FOR	3
REF	5
WIL	21

Feats & Abilities

Weapon Finesse, Weapon Proficiency (Creature)

Dire Wolf

Primary Traits	
Race	Beast
Alignment	N
CR	3
HP	45
AC	14

Stats	
STR	25
DEX	15
CON	17
INT	2
WIS	12
CHA	10

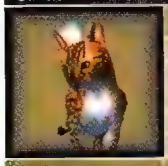
Saves	
FOR	9
REF	7
WIL	6

Feats & Abilities

Alertness, Weapon Proficiency (Creature), Weapon Focus (Creature)

Animals: Domestic

Cat



Primary Traits	
Race	Animal
Alignment	N
CR	0.25
HP	1
AC	12

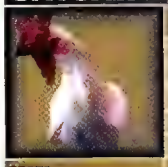
Stats	
STR	3
DEX	15
CON	10
INT	2
WIS	12
CHA	7

Saves	
FOR	2
REF	4
WIL	1

Feats & Abilities

Weapon Finesse, Weapon Proficiency (Creature)

Chicken



Primary Traits	
Race	Animal
Alignment	N
CR	0.1
HP	1
AC	14

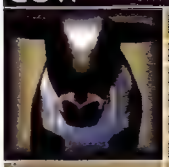
Stats	
STR	1
DEX	15
CON	10
INT	2
WIS	10
CHA	6

Saves	
FOR	2
REF	4
WIL	0

Feats & Abilities

Weapon Proficiency (Creature)

COW



PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.1
HP	3
AC	11

STATS	
STR	10
DEX	12
CON	14
INT	2
WIS	14
CHA	6

SAVES	
FOR	4
REF	3
WIL	2

FEATS & ABILITIES

Weapon Proficiency (Creature)

BAT

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.1
HP	1
AC	16

STATS	
STR	1
DEX	15
CON	10
INT	2
WIS	14
CHA	4

SAVES	
FOR	2
REF	4
WIL	2

FEATS & ABILITIES

Weapon Proficiency (Creature)

BROWN BEAR

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	4
HP	51
AC	15

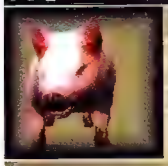
STATS	
STR	27
DEX	13
CON	19
INT	2
WIS	12
CHA	6

SAVES	
FOR	9
REF	6
WIL	3

FEATS & ABILITIES

Weapon Proficiency (Creature), Toughness

PIG



PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.25
HP	1
AC	12

STATS	
STR	3
DEX	15
CON	10
INT	3
WIS	12
CHA	3

SAVES	
FOR	3
REF	5
WIL	1

FEATS & ABILITIES

Weapon Proficiency (Creature)

BIRD

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.1
HP	1
AC	12

STATS	
STR	1
DEX	15
CON	10
INT	2
WIS	12
CHA	6

SAVES	
FOR	2
REF	4
WIL	1

FEATS & ABILITIES

Weapon Proficiency (Creature)

DEER (FEMALE)

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.1
HP	1
AC	13

STATS	
STR	2
DEX	16
CON	10
INT	2
WIS	14
CHA	6

SAVES	
FOR	2
REF	5
WIL	2

FEATS & ABILITIES

Weapon Proficiency (Creature)

Animals: Wild

BADGER

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.5
HP	6
AC	16

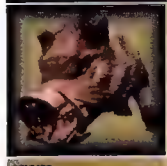
STATS	
STR	8
DEX	17
CON	15
INT	2
WIS	12
CHA	6

SAVES	
FOR	4
REF	5
WIL	1

FEATS & ABILITIES

Weapon Proficiency (Creature), Weapon Finesse

BOAR



PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	2
HP	25
AC	16

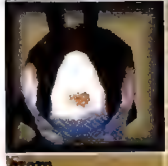
STATS	
STR	15
DEX	10
CON	17
INT	2
WIS	13
CHA	4

SAVES	
FOR	6
REF	3
WIL	2

FEATS & ABILITIES

Weapon Proficiency (Creature), Toughness, Alertness

RABBIT



PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.1
HP	1
AC	12

STATS	
STR	1
DEX	15
CON	10
INT	2
WIS	12
CHA	3

SAVES	
FOR	2
REF	4
WIL	1

FEATS & ABILITIES

Weapon Finesse, Weapon Proficiency (Creature)

RAT

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.13
HP	1
AC	14

STATS	
STR	2
DEX	15
CON	10
INT	2
WIS	12
CHA	2

SAVES	
FOR	
REF	
WIL	

FEATS & ABILITIES

Weapon Finesse, Weapon Proficiency (Creature)

STAG

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.1
HP	1
AC	13

STATS	
STR	3
DEX	16
CON	10
INT	2
WIS	14
CHA	6

SAVES	
FOR	2
REF	5
WIL	2

FEATS & ABILITIES

Weapon Proficiency (Creature)

WEASEL

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	0.25
HP	2
AC	12

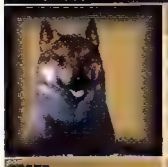
STATS	
STR	3
DEX	15
CON	10
INT	2
WIS	12
CHA	5

SAVES	
FOR	2
REF	4
WIL	1

FEATS & ABILITIES

Weapon Proficiency (Creature), Low-light Vision

WOLF



PRIMARY TRAITS	
Race	Beast
Alignment	N
CR	1
HP	13
AC	14

STATS	
STR	13
DEX	15
CON	15
INT	2
WIS	12
CHA	6

SAVES	
FOR	
REF	
WIL	

FEATS & ABILITIES

Weapon Proficiency (Creature), Low-light Vision

Constructs

BLADE GOLEM

PRIMARY TRAITS	
Race	Construct
Alignment	LG
CR	13
HP	112
AC	28

STATS	
STR	28
DEX	10
CON	14
INT	5
WIS	10
CHA	1

SAVES	
FOR	9
REF	5
WIL	5

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Great Cleave, Power Attack

BLADE SPIDER

PRIMARY TRAITS	
Race	Vermin
Alignment	N
CR	4
HP	32
AC	17

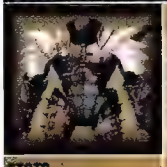
STATS	
STR	18
DEX	10
CON	14
INT	3
WIS	11
CHA	3

SAVES	
FOR	6
REF	1
WIL	1

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature)

IRON GOLEM



PRIMARY TRAITS	
Race	Construct
Alignment	N
CR	13
HP	129
AC	30

STATS	
STR	33
DEX	9
CON	10
INT	10
WIS	11
CHA	10

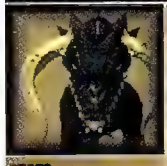
SAVES	
FOR	6
REF	5
WIL	6

FEATS & ABILITIES

Weapon Proficiency (Creature), Darkvision, Weapon Proficiency (Creature), Darkvision

Dragons

ANCIENT BLACK DRAGON



PRIMARY TRAITS	
Race	Dragon
Alignment	CE
CR	19
HP	367
AC	38

STATS	
STR	33
DEX	10
CON	23
INT	16
WIS	17
CHA	16

SAVES	
FOR	22
REF	17
WIL	20

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Power Attack, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Darkvision, Low-light Vision, Weapon Proficiency (Creature), Cleave, Power Attack, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Darkvision, Low-light Vision

RED DRAGON

PRIMARY TRAITS	
Race	Dragon
Alignment	CE
CR	20
HP	361
AC	38

STATS	
STR	37
DEX	10
CON	27
INT	22
WIS	23
CHA	22

SAVES	
FOR	25
REF	19
WIL	25

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Power Attack, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Proficiency (Creature), Cleave, Power Attack, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes

Elementals

AIR ELEMENTAL

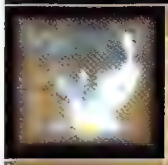
PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	3
HP	26
AC	18

STATS	
STR	12
DEX	21
CON	14
INT	4
WIS	11
CHA	11
SAVES	
FOR	3
REF	9
WIL	1

FEATS & ABILITIES

Weapon Proficiency (Creature), Improved Initiative, Dodge, Weapon Finesse, Darkvision, Weapon Proficiency (Creature), Improved Initiative, Dodge, Weapon Finesse, Darkvision

ELDER AIR ELEMENTAL



PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	11
HP	204
AC	29

STATS	
STR	22
DEX	33
CON	18
INT	10
WIS	11
CHA	11
SAVES	
FOR	12
REF	25
WIL	10

FEATS & ABILITIES

Weapon Proficiency (Creature), Improved Initiative, Blind-Fight, Cleave, Mobility, Power Attack, Spring Attack, Weapon Finesse, Alertness, Darkvision, Iron Will, Pulse, Air Elemental Whirlwind

GREATER EARTH ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	9
HP	199
AC	21

STATS	
STR	31
DEX	8
CON	21
INT	8
WIS	11
CHA	11
SAVES	
FOR	17
REF	6
WIL	9

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Great Cleave, Iron Will, Power Attack, Darkvision, Alertness

HUGE AIR ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	7
HP	136
AC	23

STATS	
STR	18
DEX	29
CON	18
INT	6
WIS	11
CHA	11
SAVES	
FOR	9
REF	19
WIL	5

FEATS & ABILITIES

Weapon Proficiency (Creature), Alertness, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Darkvision, Pulse, Air Elemental Whirlwind

EARTH ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	3
HP	30
AC	17

STATS	
STR	21
DEX	8
CON	17
INT	4
WIS	11
CHA	11
SAVES	
FOR	7
REF	0
WIL	1

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Power Attack, Darkvision

ELDER EARTH ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	11
HP	228
AC	22

STATS	
STR	33
DEX	8
CON	21
INT	10
WIS	11
CHA	11
SAVES	
FOR	19
REF	7
WIL	10

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Great Cleave, Iron Will, Power Attack, Darkvision, Alertness, Improved Critical (creature)

GREATER AIR ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	9
HP	178
AC	28

STATS	
STR	20
DEX	31
CON	18
INT	8
WIS	11
CHA	11
SAVES	
FOR	11
REF	22
WIL	9

FEATS & ABILITIES

Weapon Proficiency (Creature), Alertness, Blind-Fight, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse, Iron Will, Darkvision, Pulse, Air Elemental Whirlwind

HUGE EARTH ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	7
HP	152
AC	19

STATS	
STR	29
DEX	8
CON	21
INT	6
WIS	11
CHA	11
SAVES	
FOR	15
REF	4
WIL	7

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Great Cleave, Iron Will, Power Attack, Darkvision

FIRE ELEMENTAL

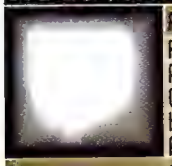
PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	3
HP	26
AC	16

STATS	
STR	12
DEX	17
CON	14
INT	4
WIS	50
CHA	11
SAVES	
FOR	3
REF	7
WIL	21

FEATS & ABILITIES

Weapon Proficiency (Creature), Dodge, Improved Initiative, Mobility, Weapon Finesse, Darkvision

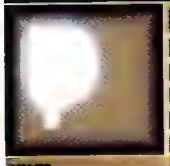
HUGE FIRE ELEMENTAL



PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	7
HP	136
AC	21

STATS		FEATS & ABILITIES
STR	18	Weapon Proficiency (Creature), Alertness, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Iron Will, Darkvision
DEX	25	
CON	18	
INT	6	
WIS	11	
CHA	11	
SAVES		
FOR	9	
REF	17	
WIL	7	

GREATER FIRE ELEMENTAL



PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	9
HP	178
AC	26

STATS		FEATS & ABILITIES
STR	20	Weapon Proficiency (Creature), Alertness, Blind-Fight, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Darkvision, Weapon Focus (Creature)
DEX	27	
CON	18	
INT	6	
WIS	11	
CHA	11	
SAVES		
FOR	11	
REF	20	
WIL	9	

ELDER FIRE ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	11
HP	204
AC	27

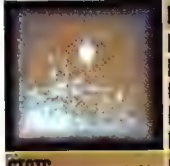
STATS		FEATS & ABILITIES
STR	22	Weapon Proficiency (Creature), Alertness, Blind-Fight, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Iron Will, Weapon Focus (Creature)
DEX	29	
CON	18	
INT	6	
WIS	11	
CHA	11	
SAVES		
FOR	14	
REF	23	
WIL	10	

WATER ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	3
HP	30
AC	19

STATS		FEATS & ABILITIES
STR	16	Weapon Proficiency (Creature), Cleave, Power Attack, Darkvision
DEX	12	
CON	17	
INT	4	
WIS	11	
CHA	11	
SAVES		
FOR	7	
REF	2	
WIL	1	

HUGE WATER ELEMENTAL



PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	7
HP	152
AC	23

STATS		FEATS & ABILITIES
STR	24	98145.452
98145.452	18	
CON	21	
INT	6	
WIS	11	
CHA	11	
SAVES		
FOR	15	
REF	9	
WIL	7	

GREATER WATER ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	9
HP	199
AC	24

STATS		FEATS & ABILITIES
STR	26	Weapon Proficiency (Creature), Alertness, Cleave, Great Cleave, Power Attack, Dark Vision, Iron Will, Lightning Reflexes
DEX	20	
CON	21	
INT	8	
WIS	11	
CHA	11	
SAVES		
FOR	17	
REF	14	
WIL	9	

ELDER WATER ELEMENTAL

PRIMARY TRAITS	
Race	Elemental
Alignment	N
CR	11
HP	228
AC	25

STATS		FEATS & ABILITIES
STR	28	Weapon Proficiency (Creature), Alertness, Cleave, Great Cleave, Power Attack, Improved Critical (creature), Iron Will, Lightning Reflexes
DEX	22	
CON	21	
INT	10	
WIS	11	
CHA	11	
SAVES		
FOR	19	
REF	16	
WIL	10	

Fey

DRYAD

PRIMARY TRAITS	
Race	Fey
Alignment	CG
CR	3
HP	14
AC	17

STATS		FEATS & ABILITIES
STR	10	Weapon Proficiency (Creature), Weapon Proficiency (Martial), Weapon Proficiency (Simple), Barkskin, Charm Person, Entangle, Sleep
DEX	19	
CON	11	
INT	14	
WIS	15	
CHA	18	
SAVES		
FOR	3	
REF	8	
WIL	6	

PIXIE

PRIMARY TRAITS	
Race	Fey
Alignment	NG
CR	4
HP	3
AC	15

STATS		FEATS & ABILITIES
STR	7	Dodge, Weapon Proficiency (Creature), Weapon Finesse, Weapon Proficiency (Simple), Confusion, Dispel Magic, Entangle
DEX	18	
CON	11	
INT	16	
WIS	15	
CHA	16	
SAVES		
FOR	0?	
REF	6	
WIL	4	

Giant

FIRE GIANT

PRIMARY TRAITS	
Race	Giant
Alignment	LE
CR	10
HP	142
AC	22

STATS	
STR	31
DEX	9
CON	21
INT	10
WIS	14
CHA	11
SAVES	
FOR	14
REF	4
WIL	9

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Great Cleave, Power Attack, Iron Will, Weapon Proficiency (Simple), Weapon Proficiency (Martial), Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Low-light Vision

FROST GIANT

PRIMARY TRAITS	
Race	Giant
Alignment	CE
CR	9
HP	133
AC	20

STATS	
STR	29
DEX	9
CON	21
INT	10
WIS	14
CHA	11
SAVES	
FOR	14
REF	3
WIL	6

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Great Cleave, Power Attack, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Weapon Proficiency (Martial), Weapon Proficiency (Simple), Low-light Vision

OGRE

PRIMARY TRAITS	
Race	Giant
Alignment	CE
CR	3
HP	33
AC	16

STATS	
STR	21
DEX	8
CON	15
INT	6
WIS	10
CHA	7
SAVES	
FOR	6
REF	0?
WIL	1

FEATS & ABILITIES

Armor Proficiency (Light), Armor Proficiency (Medium), Darkvision, Weapon Proficiency (Creature), Weapon Proficiency (Simple), Weapon Focus (Greatclub), Toughness, Low-light Vision

OGRE MAGE

PRIMARY TRAITS	
Race	Giant
Alignment	LE
CR	8
HP	37
AC	18

STATS	
STR	21
DEX	10
CON	17
INT	14
WIS	14
CHA	17
SAVES	
FOR	7
REF	1
WIL	3

FEATS & ABILITIES

Armor Proficiency (Light), Armor Proficiency (Medium), Darkvision, Weapon Proficiency (Creature), Weapon Proficiency (Martial), Weapon Proficiency (Simple), Combat Expertise, Improved Initiative, Low-light Vision, Charm Person, Cone of Cold, Darkness, Invisibility, Polymorph Self, Sleep

TROLL

PRIMARY TRAITS	
Race	Giant
Alignment	CE
CR	5
HP	63
AC	16

STATS	
STR	23
DEX	14
CON	23
INT	6
WIS	9
CHA	6
SAVES	
FOR	11
REF	4
WIL	3

FEATS & ABILITIES

Alertness, Darkvision, Iron Will, Weapon Proficiency (Creature)

Humanoid

BUGBEAR

PRIMARY TRAITS	
Race	Goblinoid
Alignment	CE
CR	2
HP	16
AC	17

STATS	
STR	15
DEX	12
CON	13
INT	10
WIS	10
CHA	9
SAVES	
FOR	4
REF	2
WIL	1

FEATS & ABILITIES

Weapon Proficiency (Creature), Weapon Focus (Morningstar), Weapon Proficiency (Martial), Weapon Proficiency (Simple), Armor Proficiency (Light), Shield Proficiency, Armor Proficiency (Heavy), Armor Proficiency (Medium)

DEEP GNOME

PRIMARY TRAITS	
Race	Gnome
Alignment	N
CR	1
HP	7
AC	18

STATS	
STR	11
DEX	13
CON	12
INT	10
WIS	11
CHA	4
SAVES	
FOR	5
REF	3
WIL	2

FEATS & ABILITIES

A. Proficiency (H), A. Proficiency (L), A. Proficiency (M), Dodge, S. Proficiency, Toughness, W. Proficiency (M), W. Proficiency (S), Stonecunning, Darkvision, Battle Training vs. Goblins, S. Affinity (Listen), Battle Training vs. Reptilians, S. Affinity (Concentration), Small Stature, Spell Resistance, Racial Spell (Blindness/Deafness), Slippery Defense, Durability, S. Affinity (Hide), Tower Shield Proficiency, S. Affinity (Craft Alchemy), S. Affinity (Spellcraft), Racial Spell (Invisibility), Racial Spell (Entropic Shield), S. Affinity (Illusion)

DROW

PRIMARY TRAITS	
Race	Elven
Alignment	NE
CR	1
HP	5
AC	16

STATS	
STR	13
DEX	13
CON	10
INT	12
WIS	9
CHA	10
SAVES	
FOR	2
REF	1
WIL	?-1

FEATS & ABILITIES

Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Darkvision, Immunity To Sleep, Hardiness vs. Enchantments, Skill Affinity (Listen), Skill Affinity (Search), Skill Affinity (Spot), Keen Sense, Weapon Proficiency (Elf), Spell Resistance, Racial Spell (Darkness), Tower Shield Proficiency, Racial Spell (See Invisibility), Racial Spell (Light), Light Blindness, Dodge, Weapon Focus (Rapier)

DUERGAR

PRIMARY TRAITS	
Race	Dwarven
Alignment	LE
CR	1
HP	8
AC	17

STATS	
STR	13
DEX	11
CON	14
INT	10
WIS	9
CHA	4
SAVES	
FOR	4
REF	0?
WIL	?-1

FEATS & ABILITIES

A. Proficiency (H), A. Proficiency (L), A. Proficiency (M), Shield Proficiency, W. Proficiency (M), W. Proficiency (S), Stonecunning, Darkvision, Hardiness vs. Spells, B. Training vs. Orcs, B. Training vs. Goblins, B. Training vs. Giants, S. Affinity (Lore), Partial S. Affinity (Listen), Partial S. Affinity (Spot), R. Spell (Enlarge), R. Spell (Invisibility), Tower Shield Proficiency, Greater S. Affinity (Move Silently), Immunity to Poison, Immunity to Phantasms, Immunity to Paralysis, Light Sensitivity, W. Proficiency (Dwarf), Toughness, Power Attack

DWARF

PRIMARY TRAITS	
Race	Dwarven
Alignment	LG
CR	1
HP	8
AC	16

STATS	
STR	13
DEX	11
CON	14
INT	10
WIS	9
CHA	6
SAVES	
FOR	4
REF	0?
WIL	?-1

FEATS & ABILITIES

Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Weapon Focus (Longsword), Stonecunning, Darkvision, Hardiness vs. Poisons, Hardiness vs. Spells, Battle Training vs. Orcs, Battle Training vs. Goblins, Battle Training vs. Giants, Skill Affinity (Lore), Tower Shield Proficiency, Weapon Proficiency (Dwarf), Weapon Focus (Dwarven Waraxe), Toughness

ELF

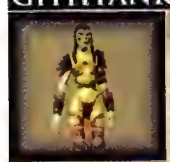
PRIMARY TRAITS	
Race	Elven
Alignment	CG
CR	1
HP	6
AC	14

STATS	
STR	13
DEX	13
CON	10
INT	10
WIS	9
CHA	8
SAVES	
FOR	2
REF	1
WIL	?-1

FEATS & ABILITIES

Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Shield Proficiency, Toughness, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Immunity To Sleep, Hardiness vs. Enchantments, Skill Affinity (Listen), Skill Affinity (Search), Skill Affinity (Spot), Keen Sense, Weapon Proficiency (Elf), Low-light Vision, Tower Shield Proficiency, Weapon Focus (Longbow)

GITHYANKI(FEMALE)



PRIMARY TRAITS	
Race	Outsider
Alignment	NE
CR	1
HP	7
AC	16

STATS	
STR	13
DEX	13
CON	14
INT	10
WIS	7
CHA	8
SAVES	
FOR	4
REF	1
WIL	?-2

FEATS & ABILITIES

Spell Resistance, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Shield Proficiency, Tower Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Power Attack, Cleave, Weapon Focus (Longsword), Weapon Focus (Longbow), Daze, Ghostly Visage

GITHYANKI(MALE)

PRIMARY TRAITS	
Race	Outsider
Alignment	NE
CR	1
HP	7
AC	16

STATS	
STR	13
DEX	13
CON	14
INT	10
WIS	7
CHA	8
SAVES	
FOR	4
REF	1
WIL	?-2

FEATS & ABILITIES

Spell Resistance, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Shield Proficiency, Tower Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Power Attack, Cleave, Weapon Focus (Longsword), Weapon Focus (Longbow), Daze, Ghostly Visage

GNOLL

PRIMARY TRAITS	
Race	Human
Alignment	CE
CR	1
HP	11
AC	15

STATS	
STR	15
DEX	10
CON	13
INT	8
WIS	11
CHA	8
SAVES	
FOR	4
REF	0?
WIL	0?

FEATS & ABILITIES

Weapon Proficiency (Creature), Armor Proficiency (Light), Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Power Attack, Darkvision

GNOME

PRIMARY TRAITS	
Race	Gnome
Alignment	NG
CR	1
HP	8
AC	16

STATS	
STR	11
DEX	11
CON	14
INT	10
WIS	9
CHA	8
SAVES	
FOR	4
REF	0?
WIL	?-1

FEATS & ABILITIES

Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Shield Proficiency, Toughness, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Battle Training vs. Goblins, Battle Training vs. Giants, Skill Affinity (Listen), Hardiness vs. Illusions, Battle Training vs. Reptilians, Skill Affinity (Concentration), Low-light Vision, Small Stature, Tower Shield Proficiency, Spell Affinity (Illusion), Weapon Focus (Light Crossbow)

GOBLIN

PRIMARY TRAITS	
Race	Goblinoid
Alignment	NE
CR	0.33
HP	5
AC	14

STATS	
STR	11
DEX	13
CON	12
INT	10
WIS	9
CHA	6
SAVES	
FOR	3
REF	1
WIL	?-1

FEATS & ABILITIES

Weapon Proficiency (Creature), Armor Proficiency (Light), Alertness, Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Darkvision

HALF-ELF

PRIMARY TRAITS	
Race	Half-Elven
Alignment	LG
CR	1
HP	5
AC	15

STATS	
STR	13
DEX	11
CON	10
INT	10
WIS	9
CHA	8
SAVES	
FOR	2
REF	0?
WIL	?-1

FEATS & ABILITIES

Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Power Attack, Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Weapon Focus (Longsword), Immunity To Sleep, Hardiness vs. Enchantments, Partial Skill Affinity (Listen), Partial Skill Affinity (Search), Partial Skill Affinity (Spot), Low-light Vision, Skill Affinity (Diplomacy), Skill Affinity (Bluff), Tower Shield Proficiency

HALFLING

PRIMARY TRAITS	
Race	Halfling
Alignment	N
CR	1
HP	6
AC	15

STATS	
STR	11
DEX	13
CON	12
INT	10
WIS	9
CHA	8
SAVES	
FOR	4
REF	2
WIL	0?

FEATS & ABILITIES

Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Weapon Focus (Longsword), Skill Affinity (Listen), Skill Affinity (Move Silently), Lucky, Fearless, Good Aim, Small Stature, Tower Shield Proficiency

Magical Beasts

HALF-ORC

PRIMARY TRAITS	
Race	Half-Orc
Alignment	LG
CR	1
HP	5
AC	16

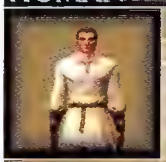
STATS	
STR	15
DEX	11
CON	10
INT	8
WIS	9
CHA	6

SAVES	
FOR	2
REF	?0
WIL	?-1

FEATS & ABILITIES

Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Power Attack, Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Weapon Focus (Longsword), Darkvision, Tower Shield Proficiency

HUMAN



PRIMARY TRAITS	
Race	Human
Alignment	LG
CR	1
HP	5
AC	16

STATS	
STR	13
DEX	11
CON	10
INT	10
WIS	9
CHA	8

SAVES	
FOR	2
REF	0?
WIL	?-1

FEATS & ABILITIES

Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Power Attack, Shield Proficiency, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Weapon Focus (Longsword), Quick To Master, Tower Shield Proficiency, Skilled

KOBOLD

PRIMARY TRAITS	
Race	Reptilian
Alignment	LE
CR	0.25
HP	4
AC	14

STATS	
STR	9
DEX	13
CON	10
INT	10
WIS	9
CHA	8

SAVES	
FOR	2
REF	1
WIL	?-1

FEATS & ABILITIES

Weapon Proficiency (Creature), Alertness, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Shield Proficiency, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium)

CELESTIAL BEAR

PRIMARY TRAITS	
Race	Animal
Alignment	NG
CR	6
HP	80
AC	15

STATS	
STR	27
DEX	13
CON	19
INT	2
WIS	12
CHA	6

SAVES	
FOR	10
REF	7
WIL	3

FEATS & ABILITIES

Weapon Proficiency (Creature), Toughness, Smite Evil

CELESTIAL DIRE BEAR

PRIMARY TRAITS	
Race	Beast
Alignment	NG
CR	8
HP	120
AC	17

STATS	
STR	31
DEX	13
CON	19
INT	2
WIS	12
CHA	10

SAVES	
FOR	12
REF	9
WIL	9

FEATS & ABILITIES

Weapon Proficiency (Creature), Toughness, Weapon Focus (Creature), Low-light Vision, Alertness, Smite Evil

CELESTIAL WOLF

PRIMARY TRAITS	
Race	Beast
Alignment	NG
CR	4
HP	35
AC	14

STATS	
STR	13
DEX	15
CON	15
INT	3
WIS	12
CHA	6

SAVES	
FOR	6
REF	6
WIL	2

FEATS & ABILITIES

Weapon Proficiency (Creature), Low-light Vision, Smite Evil

FIENDISH DIRE RAT (BLACKGUARD SERVANT 1)

PRIMARY TRAITS	
Race	Beast
Alignment	NE
CR	7
HP	77
AC	17

STATS	
STR	11
DEX	18
CON	12
INT	1
WIS	12
CHA	4

SAVES	
FOR	6
REF	9
WIL	5

FEATS & ABILITIES

Weapon Finesse, Weapon Proficiency (Creature), Improved Evasion

FIENDISH DIRE RAT (BLACKGUARD SERVANT 2)

PRIMARY TRAITS	
Race	Beast
Alignment	NE
CR	9
HP	99
AC	23

STATS	
STR	14
DEX	18
CON	12
INT	1
WIS	12
CHA	4

SAVES	
FOR	7
REF	10
WIL	6

FEATS & ABILITIES

Weapon Finesse, Weapon Proficiency (Creature), Improved Evasion, Spell Resistance

GLOW SPIDER

PRIMARY TRAITS	
Race	Magical Beast
Alignment	NE
CR	2
HP	36
AC	14

STATS	
STR	15
DEX	17
CON	12
INT	3
WIS	10
CHA	2

SAVES	
FOR	6
REF	8
WIL	2

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature), Blindness/Deafness, Invisibility, Ray of Enfeeblement, Web

Outsiders

PHASE SPIDER

PRIMARY TRAITS	
Race	Vermin
Alignment	N
CR	5
HP	42
AC	15

STATS	
STR	17
DEX	17
CON	16
INT	7
WIS	13
CHA	10

SAVES	
FOR	7
REF	7
WIL	2

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature), Improved Initiative, Ethereal Jaunt

BLADELING

PRIMARY TRAITS	
Race	Outsider
Alignment	LN
CR	1
HP	5
AC	15

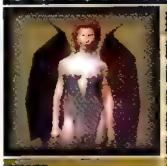
STATS	
STR	11
DEX	13
CON	11
INT	10
WIS	10
CHA	10

SAVES	
FOR	2
REF	1
WIL	0?

FEATS & ABILITIES

Weapon Proficiency (Creature), Weapon Proficiency (Martial), Weapon Proficiency (Simple), Improved Initiative, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Shield Proficiency, Tower Shield Proficiency

DEMON: SUCCUBUS



PRIMARY TRAITS	
Race	Outsider
Alignment	CE
CR	7
HP	33
AC	20

STATS	
STR	13
DEX	13
CON	13
INT	16
WIS	14
CHA	26

SAVES	
FOR	6
REF	6
WIL	7

FEATS & ABILITIES

Darkvision, Dodge, Mobility, Weapon Proficiency (Creature), Charm Monster, Darkness, Doom, Ethereal Visage, Summon Tanarri

WINTER WOLF

PRIMARY TRAITS	
Race	Incoporeal
Alignment	NE
CR	5
HP	51
AC	15

STATS	
STR	18
DEX	13
CON	16
INT	9
WIS	13
CHA	10

SAVES	
FOR	8
REF	6
WIL	3

FEATS & ABILITIES

Alertness, Darkvision, Weapon Proficiency (Creature), Improved Initiative, Cone of Frost

DEMON: BALOR

PRIMARY TRAITS	
Race	Outsider
Alignment	CE
CR	20
HP	290
AC	36

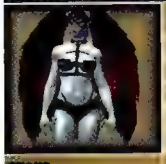
STATS	
STR	35
DEX	25
CON	31
INT	24
WIS	24
CHA	26

SAVES	
FOR	22
REF	19
WIL	19

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (Longsword), Weapon Proficiency (Martial), Weapon Proficiency (Simple), Dominate Monster, Fear, Fire Storm, Greater Dispel Magic, Implosion, Power Word Stun, Summon Tanarri, Wall of Fire

DEVIL: ERINYES



PRIMARY TRAITS	
Race	Outsider
Alignment	LE
CR	8
HP	85
AC	23

STATS	
STR	21
DEX	21
CON	21
INT	14
WIS	18
CHA	20

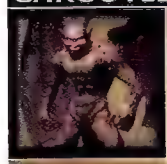
SAVES	
FOR	11
REF	11
WIL	10

FEATS & ABILITIES

Dodge, Mobility, Point Blank Shot, Rapid Shot, Weapon Proficiency (Creature), Weapon Proficiency (Exotic), Weapon Proficiency (Martial), Weapon Proficiency (Simple), Charm Monster, Doom

Monstrous Humanoid

GARGOYLE



PRIMARY TRAITS	
Race	Monstrous
Alignment	CE
CR	4
HP	41
AC	16

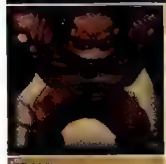
STATS	
STR	15
DEX	14
CON	18
INT	6
WIS	11
CHA	7

SAVES	
FOR	5
REF	6
WIL	4

FEATS & ABILITIES

Weapon Proficiency (Creature), Toughness, Darkvision

DEMON: HEZROU



PRIMARY TRAITS	
Race	Outsider
Alignment	CE
CR	11
HP	138
AC	24

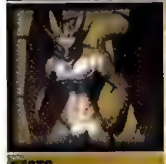
STATS	
STR	21
DEX	10
CON	29
INT	14
WIS	14
CHA	18

SAVES	
FOR	16
REF	7
WIL	9

FEATS & ABILITIES

Weapon Proficiency (Creature), Blind-Fight, Cleave, Power Attack, Toughness, Doom, Hezrou Stench, Summon Tanarri

DEVIL: HORNED DEVIL



PRIMARY TRAITS	
Race	Outsider
Alignment	LE
CR	16
HP	172
AC	36

STATS	
STR	31
DEX	25
CON	25
INT	14
WIS	18
CHA	22

SAVES	
FOR	16
REF	16
WIL	17

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Power Attack, Weapon Focus (Heavy Flail), Weapon Focus (Flail), Iron Will, Weapon Proficiency (Martial), Weapon Proficiency (Simple), Darkvision, Aura of Fear, Fireball, Lightning Bolt, Magic Circle against Good

DEVIL: IMP

PRIMARY TRAITS	
Race	Outsider
Alignment	LE
CR	2
HP	13
AC	20

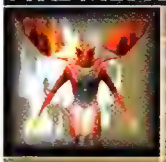
STATS	
STR	10
DEX	17
CON	10
INT	10
WIS	12
CHA	14

SAVES	
FOR	3
REF	6
WIL	4

FEATS & ABILITIES

Weapon Proficiency (Creature), Dodge, Weapon Finesse, Darkvision, Invisibility, Magic Missile

FIRE MEPHIT



PRIMARY TRAITS	
Race	Outsider
Alignment	N
CR	4
HP	13
AC	16

STATS	
STR	10
DEX	13
CON	10
INT	6
WIS	11
CHA	15

SAVES	
FOR	3
REF	4
WIL	3

FEATS & ABILITIES

Weapon Proficiency (Creature), Dodge, Improved Initiative, Burning Hands, Cone of Fire

ICE MEPHIT

PRIMARY TRAITS	
Race	Outside
Alignment	N
CR	3
HP	13
AC	18

STATS	
STR	10
DEX	17
CON	10
INT	6
WIS	11
CHA	15

SAVES	
FOR	3
REF	6
WIL	3

FEATS & ABILITIES

Weapon Proficiency (Creature), Dodge, Improved Initiative, Cone of Cold, Magic Missile

DEVIL: IMP (SUMMONED)

PRIMARY TRAITS	
Race	Outsider
Alignment	LE
CR	4
HP	20
AC	20

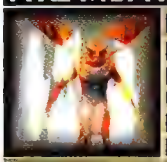
STATS	
STR	10
DEX	17
CON	10
INT	10
WIS	12
CHA	14

SAVES	
FOR	4
REF	7
WIL	5

FEATS & ABILITIES

Weapon Proficiency (Creature), Dodge, Weapon Finesse, Darkvision, Invisibility, Magic Missile

FIRE MEPHIT (SUMMONED)



PRIMARY TRAITS	
Race	Outsider
Alignment	N
CR	4
HP	16
AC	16

STATS	
STR	10
DEX	13
CON	10
INT	6
WIS	11
CHA	15

SAVES	
FOR	4
REF	5
WIL	4

FEATS & ABILITIES

Weapon Proficiency (Creature), Dodge, Improved Initiative, Burning Hands, Cone of Fire

SHADOW MASTIFF

PRIMARY TRAITS	
Race	Outsider
Alignment	NE
CR	5
HP	30
AC	13

STATS	
STR	17
DEX	13
CON	17
INT	4
WIS	12
CHA	13

SAVES	
FOR	7
REF	5
WIL	5

FEATS & ABILITIES

Darkvision, Dodge, Weapon Proficiency (Creature), Improved Initiative, Greater Invisibility, Howl, Fear

DEVIL: PIT FIEND

PRIMARY TRAITS	
Race	Outsider
Alignment	LE
CR	20
HP	225
AC	41

STATS	
STR	37
DEX	27
CON	27
INT	26
WIS	26
CHA	26

SAVES	
FOR	19
REF	19
WIL	21

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Great Cleave, Improved Initiative, Power Attack, Iron Will, Darkvision, Multiattack, Aura of Fear, Create Undead, Greater Dispel Magic, Invisibility, Magic Circle against Good, Mass Hold Monster, Meteor Swarm, Power Word Stun, Word of Faith

HELL HOUND

PRIMARY TRAITS	
Race	Outsider
Alignment	N
CR	3
HP	22
AC	16

STATS	
STR	13
DEX	13
CON	13
INT	6
WIS	10
CHA	6

SAVES	
FOR	5
REF	5
WIL	4

FEATS & ABILITIES

Weapon Proficiency (Creature), Darkvision, Improved Initiative, Hell Hound Fire Breath

SYLPH

PRIMARY TRAITS	
Race	Outsider
Alignment	N
CR	5
HP	10
AC	11

STATS	
STR	8
DEX	13
CON	8
INT	15
WIS	16
CHA	17

SAVES	
FOR	2
REF	4
WIL	6

FEATS & ABILITIES

Alertness, Darkvision, Weapon Proficiency (Creature), Cone of Cold, Fireball, Greater Invisibility, Hold Person, Mage Armor, Magic Missile, Stoneskin, Summon Creature VI, Vampiric Touch, Web

SYLPH (SUMMONED)

PRIMARY TRAITS	
Race	Outsider
Alignment	N
CR	6
HP	12
AC	11

STATS	
STR	8
DEX	13
CON	8
INT	15
WIS	16
CHA	17
SAVES	
FOR	3
REF	5
WIL	7

FEATS & ABILITIES

Alertness, Darkvision, Weapon Proficiency (Creature), Fireball, Greater Invisibility, Hold Person, Mage Armor, Magic Missile, Stoneskin, Summon Creature VI, Vampiric Touch, Web

Shapechanger

WEREWOLF

PRIMARY TRAITS	
Race	Shapechanger
Alignment	CE
CR	3
HP	20
AC	16

STATS	
STR	15
DEX	15
CON	16
INT	10
WIS	11
CHA	8
SAVES	
FOR	8
REF	5
WIL	2

FEATS & ABILITIES

Weapon Proficiency (Creature), Weapon Focus (Creature), Iron Will, Low-light Vision, Improved Initiative

Undead

ELITE VAMPIRE

PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	11
HP	54
AC	15

STATS	
STR	23
DEX	17
CON	10
INT	12
WIS	16
CHA	12
SAVES	
FOR	6
REF	8
WIL	6

FEATS & ABILITIES

Alertness, Darkvision, Weapon Proficiency (Creature), Blind-Fight, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Dominate Person

GHAST

PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	3
HP	33
AC	17

STATS	
STR	17
DEX	17
98145.452	10
INT	13
WIS	14
CHA	16
SAVES	
FOR	1
REF	4
WIL	6

FEATS & ABILITIES

Weapon Proficiency (Creature), Toughness, Darkvision, Multiattack, Ghast Stench

GHOUL

PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	1
HP	13
AC	14

STATS	
STR	13
DEX	15
CON	10
INT	13
WIS	14
CHA	12
SAVES	
FOR	0?
REF	2
WIL	5

FEATS & ABILITIES

Weapon Proficiency (Creature), Power Attack, Darkvision, Multiattack

LICH

PRIMARY TRAITS	
Race	Undead
Alignment	NE
CR	13
HP	85
AC	23

STATS	
STR	10
DEX	16
CON	10
INT	19
WIS	14
CHA	13
SAVES	
FOR	3
REF	6
WIL	9

FEATS & ABILITIES

Weapon Proficiency (Creature), Combat Casting, Spell Focus (Evocation), Toughness, Aura of Fear

MUMMY

PRIMARY TRAITS	
Race	Undead
Alignment	LE
CR	5
HP	63
AC	20

STATS	
STR	24
DEX	10
CON	10
INT	6
WIS	14
CHA	15
SAVES	
FOR	4
98145.452	2
WIL	8

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature), Alertness, Toughness, Great Fortitude, Aura of Fear

MUMMY LORD

PRIMARY TRAITS	
Race	Undead
Alignment	LE
CR	7
HP	62
AC	21

STATS	
STR	26
DEX	12
CON	10
INT	8
WIS	20
CHA	17
SAVES	
FOR	7
REF	3
WIL	14

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature), Alertness, Toughness, Great Fortitude, Aura of Fear

NIGHTWALKER

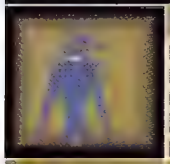
PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	16
HP	178
AC	34

STATS	
STR	38
DEX	14
CON	10
INT	20
WIS	20
CHA	18
SAVES	
FOR	11
REF	11
WIL	19

FEATS & ABILITIES

Weapon Proficiency (Creature), Cleave, Combat Expertise, Disarm, Power Attack, Great Fortitude, Improved Disarm, Improved Initiative, Darkvision, Aura of Fear, Cone of Cold, Confusion, Contagion, Finger of Death, Gaze, Fear, Greater Dispel Magic, Haste, Hold Monster, Invisibility, See Invisibility, Summon Greater Undead, Word of Faith

SHADOW



PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	3
HP	19
AC	13

STATS	
STR	10
DEX	14
CON	10
INT	6
WIS	12
CHA	13

SAVES	
FOR	1
REF	3
WIL	4

FEATS & ABILITIES

Darkvision, Alertness, Dodge, Weapon Proficiency (Creature)

SHADOW REAVER

PRIMARY TRAITS	
Race	Undead
Alignment	NE
CR	17
HP	85
AC	20

STATS	
STR	10
DEX	18
CON	10
INT	22
WIS	10
CHA	10

SAVES	
FOR	7
REF	11
WIL	12

FEATS & ABILITIES

Scribe Scroll, Summon Familiar, W. Proficiency (Wizard), Combat Casting, Brew Potion, Craft Wand, Empower Spell, Toughness, Dodge, Extend Spell, Quicken Spell, Spell Penetration, Greater Spell Penetration, Bigby's Grasping Hand, Chain Lightning, Cloudkill, Finger of Death, Globe of Invulnerability, Greater Invisibility, Haste, Meteor Swarm, Summon Creature

SHADOW (SUMMONED 1)

PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	7
HP	42
AC	13

STATS	
STR	10
DEX	15
CON	10
INT	6
WIS	12
CHA	13

SAVES	
FOR	2
REF	4
WIL	6

FEATS & ABILITIES

Darkvision, Alertness, Dodge, Weapon Proficiency (Creature)

SHADOW (SUMMONED 2)

PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	9
HP	54
AC	14

STATS	
STR	10
DEX	16
CON	10
INT	6
WIS	12
CHA	13

SAVES	
FOR	3
REF	6
WIL	7

FEATS & ABILITIES

Darkvision, Alertness, Dodge, Weapon Proficiency (Creature)

SKELETON

PRIMARY TRAITS	
Race	Undead
Alignment	NE
CR	0.33
HP	6
AC	13

STATS	
STR	13
DEX	13
CON	10
INT	1
WIS	10
CHA	1

SAVES	
FOR	0?
REF	1
WIL	2

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature), Weapon Proficiency (Martial), Improved Initiative, Weapon Proficiency (Simple)

SKELETON WARRIOR

PRIMARY TRAITS	
Race	Undead
Alignment	NE
CR	1
HP	18
AC	20

STATS	
STR	13
DEX	13
CON	10
INT	1
WIS	10
CHA	1

SAVES	
FOR	1
REF	2
WIL	3

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature), Weapon Proficiency (Martial), Improved Initiative, Weapon Proficiency (Simple), Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Light), Shield Proficiency

SKELETON (BLACKGUARD COMPANION 1)

PRIMARY TRAITS	
Race	Undead
Alignment	NE
CR	7
HP	108
AC	21

STATS	
STR	14
DEX	14
98145.452	10
INT	1
WIS	10
CHA	1

SAVES	
FOR	3
REF	5
WIL	6

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature), Weapon Proficiency (Martial), Improved Initiative, Weapon Proficiency (Simple), Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Light), Shield Proficiency

SKELETON (BLACKGUARD COMPANION 2)

PRIMARY TRAITS	
Race	Undead
Alignment	NE
CR	9
HP	132
AC	22

STATS	
STR	14
DEX	14
CON	10
INT	1
WIS	10
CHA	1

SAVES	
FOR	3
REF	5
WIL	7

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature), Weapon Proficiency (Martial), Improved Initiative, Weapon Proficiency (Simple), Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Light), Shield Proficiency

VAMPIRE (FEMALE)

PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	7
HP	32
AC	15

STATS	
STR	22
DEX	17
CON	10
INT	12
WIS	16
CHA	12

SAVES	
FOR	4
REF	6
WIL	4

FEATS & ABILITIES

Alertness, Darkvision, Weapon Proficiency (Creature), Blind-Fight, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Dominate Person

VAMPIRE (MALE)

PRIMARY TRAITS	
Race	Undead
Alignment	CE
CR	7
HP	32
AC	23

STATS	
STR	22
DEX	17
CON	10
INT	12
WIS	16
CHA	12

SAVES	
FOR	4
REF	6
WIL	4

FEATS & ABILITIES

Proficiency (Creature), Blind-Fight, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Dominate Person

WRAITH

PRIMARY TRAITS	
Race	Undead
Alignment	LE
CR	5
HP	32
AC	15

STATS	
STR	10
DEX	16
CON	10
INT	14
WIS	14
CHA	15

SAVES	
FOR	1
REF	4
WIL	6

FEATS & ABILITIES

Alertness, Darkvision, Weapon Proficiency (Creature), Blind-Fight, Improved Initiative, Aura of Unnatural

ZOMBIE

PRIMARY TRAITS	
Race	Undead
Alignment	NE
CR	0.5
HP	16
AC	11

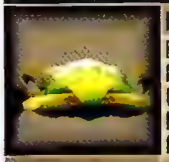
STATS	
STR	12
DEX	8
CON	10
INT	1
WIS	10
CHA	1

SAVES	
FOR	0?
REF	?-1
WIL	3

FEATS & ABILITIES

Weapon Proficiency (Creature), Toughness, Weapon Proficiency (Simple), Darkvision

BEETLE: BOMBARDIER BEETLE



PRIMARY TRAITS	
Race	Vermin
Alignment	NE
CR	2
HP	13
AC	16

STATS	
STR	13
DEX	10
CON	14
INT	1
WIS	10
CHA	9

SAVES	
FOR	5
REF	0?
WIL	0?

FEATS & ABILITIES

Weapon Proficiency (Creature), Darkvision, Cone of Acid

BEETLE: FIRE BEETLE

PRIMARY TRAITS	
Race	Vermin
Alignment	N
CR	0.33
HP	4
AC	15

STATS	
STR	10
DEX	11
CON	11
INT	1
WIS	10
CHA	7

SAVES	
FOR	2
REF	0?
WIL	0?

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature)

BEETLE: STAG BEETLE

PRIMARY TRAITS	
Race	Animal
Alignment	N
CR	4
HP	52
AC	20

STATS	
STR	23
DEX	10
CON	17
INT	1
WIS	10
CHA	9

SAVES	
FOR	8
REF	2
WIL	2

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature)

SPIDER: BONE SPIDER

PRIMARY TRAITS	
Race	Construct
Alignment	N
CR	7
HP	76
AC	18

STATS	
STR	20
DEX	15
CON	10
INT	6
WIS	49
CHA	1

SAVES	
FOR	2
REF	4
WIL	21

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature)

SPIDER: GIANT SPIDER

PRIMARY TRAITS	
Race	Vermin
Alignment	N
CR	2
HP	22
AC	14

STATS	
STR	15
DEX	17
CON	12
INT	10
WIS	10
CHA	2

SAVES	
FOR	5
REF	4
WIL	1

FEATS & ABILITIES

Darkvision, Weapon Proficiency (Creature)

Exclusive Items

Class Set Items

OVERVIEW

The class set items and unique weapons in this section are featured in the Special Edition and pre-sell versions of the game. The class set items are split between the pre-sell and special edition packages. The third item for every set appears in the pre-sell with the first two in the Special Edition. Two of the weapons for each type appear in the Special Edition stores, with the third available through pre-sell. Though the gold value of these items should be appropriate for their power, the store where the items are purchased will have an extremely low sell rate, so the user will be able to buy them at a bargain rate.

BARBARIAN SET

The barbarian unique item set was originally worn by an Uthgardt barbarian woman named Graena Blood-Has-Dried. Graena was a hot-headed woman with a great deal of pride, but she was a powerful and noble warrior even in the worst of situations.

GRAENA'S FORTUNE

Hide Armor +3 of Silent Moves

In 1244, the city of Waterdeep sent an expeditionary force on a mission to explore and chart the various ruins of the ancient Illefarn Empire. The leader of this expedition was a hot-headed Uthgardt woman named Graena. Before the expedition, a wealthy aristocrat had made a series of escalating wagers with Graena about her ability to competently head the expedition. No one doubted Graena's skill in battle, but she was rash in the extreme and had a harsh style of leadership. Before Graena left, her hot temper had driven her into a dangerous gamble. If she failed to chart all eighteen of the locations slated for exploration within eight months, she would lose her entire fortune.

Graena's desperation set in halfway through the expedition when she realized she only had explored nine of the eighteen locations in six months. In her haste, she led her entire expedition to slaughter at the hands of undead creatures. Initially satisfied at having won the wager, the Waterdhavian noble became enraged when he discovered Graena had spent her entire fortune on the creation of the armor she wore on her fateful expedition.

GRAENA'S TRIUMPH

Belt of Strength +2, Constitution +2

The famous barbarian explorer Graena was a member of the Sky Pony tribe of the Uthgardt northerners. When she tried to leave the tribe to seek her fortune in southern lands, the elders of the tribe told her she could not leave. At that time, only men were allowed to leave the tribe. The elders believed women were too valuable to let go. In order to prove herself to the elders, Graena had to run a gauntlet of the strongest warriors in the tribe and wrest the belt of the head warrior from his body. Graena underwent the challenge and emerged bloody and broken, but victorious. According to tribal law, she was now the head warrior of the tribe and effectively male. The elders knew she was going to leave, but they gave her a warrior's name, Graena Blood-Has-Dried. She left the tribe, relinquished her position to the old head warrior, and returned his belt to him. But before she left, she swore to never harm a member of the tribe if she encountered one in the future.

Years later, she looked back on that fateful day and felt pride in the fact that she had beaten the greatest men of her tribe. She had a belt constructed that looked identical to the belt she had won. Not content to stop there, she had a priest of Tempus bless it with a powerful enchantment. Graena was wearing her belt when she died fighting a vampire and his undead minions in ancient Illefarn ruins.

PRE-SELL: GRAENA'S BOND

Ring, inflict serious wounds 3 uses/day

In life, Graena Blood-Has-Dried was an ex-Uthgardt barbarian who prospered as a successful adventurer and explorer of dangerous ruins. In death, she became the thrall of a powerful magic-using vampire who dwelt in the ruins of an ancient Illefarn outpost. Graena's master recognized that her impetuous nature might cause her to get into battles beyond her ability. He provided Graena with a ring that allowed her to heal herself. Of course, this ring also had a curse placed upon it. If Graena attempted to stray outside of the master's domain, a customized enchantment would awaken and destroy her physical form.

As fate would have it, years after Graena's death, a traveling group of Uthgardt barbarians traveling to Waterdeep mistakenly decided to camp for the night in some Illefarn ruins. To their surprise, they quickly learned that the area was ruled by a vampire lord and patrolled by his minions. The barbarians quickly destroyed many of the vampire's minor servants and, as heroic barbarians are wont to do, they decided to seek out the master of the area. After hours of exploration and terrible battle, the barbarians reached the master's lair. Expecting to find only him, they were dismayed at the sight of an undead Uthgardt warrior woman standing at his side.

Graena immediately recognized her distant kin and knew what she had to do. She sprinted for the high cliff that marked the edge of her master's domain and leapt off before the vampire understood what was happening. The ring's dormant power awoke and turned Graena's body to dust, destroying her instantly. Shocked, the vampire lord did not have the presence of mind to mount a defense against his barbarian assailants. The Uthgardt slew the vampire lord and finished their journey to Waterdeep. In the city, they paid a priest of Tempus to travel with them as they returned to the site. The priest cleansed the area of its undead taint and helped the barbarians construct a cenotaph for their mysterious undead kin who had sacrificed herself to save them.

BARD SET

Ysridain, a salacious half-elven bard, was the owner of all the items in the bard set. Though Ysridain always assumed his enormous appetite for women was self-driven, it was inflamed by the demonic muse with whom he had made a horrible bargain.

YSRIDAIN'S MUSE

Lute, Cast Spell: Confusion
3 uses/day

The half-elven minstrel Ysridain was known at least as well for his powers of seduction as for his music. He ran in social circles that viewed his half-wild elven heritage as exotic and alluring. He certainly did not play down this image. Though Ysridain did dress in the most fashionable attire of his time, he wore his black hair long and unbound, something that neither men nor women typically did.

Whenever he appeared at large social occasions, he took care to appear in something wholly different from the last time he had gone out. His clothing always pushed the boundaries of fashion, but never outright broke society's implicit rules of taste. When he performed, he seemed to be a man possessed. His body writhed and convulsed as though in the grips of ecstasy and his performances always seemed to leave him physically exhausted. Though sneering aristocratic men would suggest otherwise, Ysridain's antics earned him the adoration of thousands of women.

So it was that Ysridain left a trail of broken-hearted and expertly seduced women wherever he traveled. To make things worse, Ysridain told women that his lute was his one true muse, the only thing that inspired him. He also claimed that his rakish conquest of women was a futile attempt to match the heights of passion he achieved when performing. Alas, no woman had ever succeeded, so he had to keep trying. Every woman thought she would be "the one".

Every woman was wrong.

YSRIDAIN'S TOUCH

Gloves of Protection +3, Diplomacy +3, Bluff -3

Besides his prized lute, the seductive half-elven minstrel Ysridain's most valued possessions were his hands. During one of his most famous affairs, Ysridain managed to seduce one of the most powerful wizards in old Waterdeep. This wizard, Crestana, cherished Ysridain's company so much that she crafted anything he wanted at the slightest suggestion. The product of one such request was a pair of fine, thin gloves that protected Ysridain's hands and made him even more charming.

Though few believe that Ysridain needed the help, he accepted the gloves happily. Unfortunately for the wandering bard, Crestana had also imbued the gloves with a power that made it more difficult for him to lie. When Ysridain began an affair with a few other Waterdhavian ladies, Crestana quickly caught wind of it. Caught leaving the home of one lady, Ysridain tried to talk his way out of the situation. Due to her enchantments, Crestana quickly saw through Ysridain's lies. Crestana unleashed her full magical force on the bard in a public park. It was the end of him. Though local authorities understood Crestana's motivation, they had to make an example of her. They banished her from Waterdeep and she was never heard from again.

PRE-SELL: YSRIDAIN'S SOUL

Amulet of Perform +4, Concentration +2, +15 Bonus Hit Points

Everyone said that the bard Ysridain's ability with a lute was exceptional, but a few maintained that it was something more, something supernatural. After Ysridain's death at the hands of a jilter lover, the people of Waterdeep learned just how true those rumors had been. Early in his career, Ysridain realized that his physical beauty was far greater than his talent with music. He was a gifted musician, but he knew he would never be legendary unless he had assistance. Ysridain contracted a wizard to summon forth a powerful demon so the bard could negotiate a pact with the forces of darkness. A succubus answered the call. She agreed to inspire Ysridain with creative forces beyond his understanding. In exchange, upon his death, all that had resulted from her inspiration and Ysridain's soul would be hers.

Ysridain thought on this for a short time and eventually agreed to the succubus' deal. The succubus occupied a pendant that Ysridain wore around his neck. It had the effect of inspiring the bard to great musical deeds, but it also created intense physical lust. When Ysridain died, the bard's soul was swapped into the amulet and the succubus was released into the world. If the amulet ever shatters, Ysridain's soul will be dragged straight to the lower planes. Until then, Ysridain's succubus roams Faerûn searching for the children sired by the bard's lust.

CLERIC SET

The story of the unique cleric items is the story of a madman who "served" the High God, Ao, during the Time of Troubles. The Waterdhavian aristocrat Madachi Jhent lost most of his money and his family in the first few days of the crisis. He quickly lost his mind as well. No one is really certain who enchanted his black and silver clothing, but their enchantments are more than genuine; they're potent.

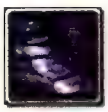
A MAD GENT'S CLOAK

Cloak of Protection +2, +2 to Charisma

In the not-so-distant history of Abeir-Toril, the deities of the world were cast out of their celestial and infernal homes by the High God, Ao. The gods were forced to inhabit the bodies of mortals and walk the face of Faerun. This was an aptly-named Time of Troubles for most people in the world. For Madachi Jhent of Waterdeep, it meant the end of his fortune, his family, and his sanity.

When the Time of Troubles ended, the goddess of wealth, Waukeen was unaccounted for. The priests of that deity refused to disburse any of the funds Waukeen's lay followers had entrusted to the church. Madachi Jhent, who was heavily in debt at the time and in the process of moving his remaining fortune around, lost almost all of his wealth. His aristocratic wife, disgusted at her husband's financial collapse, took their children and traveled to Baldur's Gate. Madachi Jhent was only able to salvage a cloak, a pair of boots, and a pair of gloves from the collectors who looted his home.

He later claimed that as he lay in the street outside his home, he saw a pattern in the black fabric of the cloak he clutched in his hands. It was not until many weeks later that he realized the pattern matched the pattern of the High God, Ao. He believed it was a sign that he was destined to call the faithful to the new church of Ao.



A MAD GENT'S BOOTS

Cure Blindness/Deafness 5 uses/day

In the wake of the Time of Troubles, a financially-ruined Waterdhavian aristocrat named Madachi Jhent claimed to see a vision of the High God Ao in his cloak. He took this as a sign that he was to become the first head of the church of Ao in Faerun.

It was apparent to most people early on that Madachi was insane. He would preach to a pen of pigs or pronounce damnations against the vegetable residents of a bowl of soup. Unfortunately, the madman was charismatic enough to pull people under his sway. Many observers were never quite sure if Madachi was in the grips of madness or divine inspiration. They couldn't tell if he was seeing things that weren't there or if they were the ones who could not perceive reality.

His reputation was boosted greatly by a bizarre occurrence that took place on of the poor districts of Waterdeep. He began to speak gibberish to a group of homeless men. Eventually, a blind man became irritated with Madachi's rants and tried to push him away. Madachi reacted violently, kicking the man in the face with his shiny black boot. When the man rose, he found that his blindness had been cured. And still, no one was quite sure what to make of the situation. But the public's uncertainty didn't stop Madachi from going around Waterdeep and kicking people in the face.

PRE-SELL: A MAD GENT'S GLOVES

Cure Moderate Wounds 3 uses/day

The reputation of the penniless aristocrat-turned-self-proclaimed High Minister of Ao spread throughout Waterdeep like wildfire. Madachi Jhent had seen a vision of the High God, Ao, and taken it as a sign that he was to lead the new church of Ao. After he kicked a homeless man in the face and cured his blindness, he attracted many more followers. His fellow ministers were even more absurd than Madachi because they lacked the particularly intense fire that lit the High Minister's madness. When Madachi began his "kicking crusade" across Waterdeep, he rightfully should have been killed within the first few hours. Unfortunately for his would-be killers, Madachi's new followers defended him fanatically.

Soon after the beginning of the kicking crusade, Madachi started to realize that some of the people he was kicking were not actually suffering from illness. As he helped his victims to their feet, he noticed that his black gloves healed wounds at a touch. His faithful were enthralled at this new miracle. Madachi spread his new brand of healing across Waterdeep for days before he ran into trouble. When the High Minister kicked a priest of Bane, the dead god of hatred and tyranny, in the face, he was throttled. To make matters worse, Madachi insisted that the priest unhand him because "no servant of a dead god is fit to touch a servant of Ao." Even without the magic of his deity, the priest of Bane was more than a physical match for Madachi and his band of lunatics.

DRUID SET

Gnomes are not particularly well-known for their druids, but Darya Scattertrail is one of the exceptions.

SCATTERTRAIL HELMET

Entangle 3 uses/day, Summon Nature's Ally IV 1 use/day

Hailing from the ancient High Forest, the Scattertrail family of gnomes were itinerant tinkers, traveling from village to village on the outskirts of the wood mending pots and farming imple-

ments and, on more than one occasion, helms and shields. It was a hard life, and there was no shortage of danger from the monsters that lurked in the forest, but the family's strong sons kept the worst of the threats at bay, and the Scattertrails were well-liked throughout the villages.

The youngest Scattertrail, Darya, was never content with the life of a tinker. Whenever the family's wagons made camp for the night, she would wander off into the woods, exploring and observing the local flora and fauna. During one of her forest jaunts, she discovered this helmet lying rusted and pitted in a glade. According to her own later accounts, her older brother repaired the helmet and made it a gift to Darya, "so she could at least keep her fool head out of trouble." Despite the absurdity of a young gnome girl wearing a helmet sized for a head twice as large as her own, Darya kept the helmet and wore it throughout her adventuring career.

SCATTERTRAIL HIDE

+2 AC Bonus, +2 to Hide, Immunity: Poison

Never satisfied with the life of an itinerant tinker, Darya Scattertrail took to wandering in the High Forest whenever her family's wagons made camp. At first, she only strayed into the eaves of the forest, but gradually the young gnome's explorations grew bolder. Unfortunately, her curiosity did not come with an equal measure of common sense, and when she wandered too far into the forest, Darya was attacked and badly wounded by a monstrous spider.

Before she succumbed to the spider's venom, Darya was found by members of a druid circle that operated in the vicinity. They took her back to their camp and nursed her back to health over several days, and when she had fully recovered, Darya surprised the druids by asking to be inducted into their order and taught the ways of their faith. The girl's natural enthusiasm and sheer earnestness won over the circle's leader, and Darya was initiated into the ways of the wood.

PRE-SELL: SCATTERTRAIL BOOTS

+2 to Move Silently, Freedom of Movement 1 use/day

Several years after her initiation into a druidic circle in the High Forest, the gnome Darya Scattertrail and several adventuring companions pursued a rogue Thayan wizard intent on unlocking the infernal secrets of Hellgate Keep. The red wizard was aided by powerful magic, but Darya and her companions knew the forest better and were able to bring their quarry to bay against a tall ridge. The adventurers dispatched the wizard's guards easily enough, but the mage himself was more skilled than they'd expected. Terrible magics were unleashed against Darya and her compatriots, and the young druid watched in horror as Thayan sorcery rooted her friends to the ground to be devoured by the wizard's summoned demons.

Overcome with terror, Darya broke and, aided by the enchantment of these boots, fled, abandoning her remaining allies to their fate. Only later, when the animal panic had dissipated and reason returned, did Darya realize what she had done. Overcome with shame, she threw her adventuring gear to the ground and left the forest, never to return. She was last seen in a small village a day's ride from Silverymoon, mending pots for twenty coppers apiece.

FIGHTER SET

Pim of Gray Hills was the defender of an ancient halfling burial site.

THE WATCHFUL MIND OF PIM

+4 to Spot and Search, Cast Invisibility Purge 1 use/day

It was said that in his youth, the halfling Pim Pebbletoe was unusually serious for his age. He enjoyed the company of quiet hounds and farm cats more than his brothers and sisters. Pim was not a disrespectful child, but he was quiet and distant. The family farm was a busy one, and Pim's siblings were always occupied with a variety of tasks. When the work day was done, they were all content to relax - except for Pim, that is. He would go into the barn with his bow and watch for rabbits that would inevitably emerge to eat the ripening crops. His mother and father thought the boy had odd habits, but they loved him all the same.

One day, a merchant traveling to Pim's village reported that creatures had been seen at Gray Hills, a halfling burial site about two days' ride to the east. Pim was a young man by now, so he went to the sheriff of his town and asked permission to visit the Gray Hills with his bow and watch for intruders. The mayor saw no problem with the boy's enthusiasm to help out, but he warned Pim that he couldn't pay any money. Pim told the mayor that he needed no money for the task. It was simply something he wanted to do.

THE INDUSTRIOUS HANDS OF PIM

Gloves of Haste 1 use/day (cast Haste), Quick Draw while equipped, +2 to Dexterity

Halflings have a reputation for being merry and somewhat frivolous. Not so Pim Pebblefoot, a quiet, solemn halfling boy from a small village near the Gray Hills. When a traveling merchant reported seeing strange creatures skulking around the halfling burial grounds to the east, Pim volunteered to stand watch over the comnmunity's graves and eliminate the monsters before they could defile the tombs. Alone and unarmed save for his trusty bow, the keen-eyed young man stood vigil for three days and nights, driving away the strange demons that seemed intent on violating the community's tombs.

At last, on the third night, the demons came upon Pim en masse, swarming across the hillside like a carpet, but the halfling archer's long practice shooting rabbits in the evening served him well. When the village sent scouts to check on him the next morning, Pim was found weary but unharmed amidst the corpses of dozens of the strange creatures, each pierced by a single, fatal arrow.

PRE-SELL: THE STURDY FEET OF PIM

Boots of Resistance to Knockdown, +15 Bonus Hit Points

After single-handedly driving a band of demons from his village's traditional burial grounds, the young halfling archer Pim Pebblefoot became a hero to the people of his village and the surrounding communities. Although he was praised and honored by his elders (and fancied by more than a few village girls), the ever-withdrawn Pim simply took it upon himself to continue acting as the protector of the local farming communities. Rain or shine, summer or winter, the farmers and shepherds of the Gray Hills grew used to the sight of Pim standing tall (for a halfling) on a hill overlooking their fields, bow in hand and a wisp of pipe-smoke curling about his head.

Many heroes lead short, glorious lives and die valiantly to thwart some terrible threat. Although Pim's life was undeniably glorious, from fighting alongside the Knights in Silver against orc hordes to driving off giants out of the Evermoors, it could hardly be described as short. Pim lived to the ripe old age of 135 years and died in bed, surrounded by three generations of his descendants. Pim was interred within the hills he'd protected all his life, but his gear was passed on to a great-nephew who left for Neverwinter to become an adventurer. The fate of Prand Pebblefoot is unrecorded.

MONK SET

Not much is known about the background of the Sharran monk Riala Grainstone. She was born and raised somewhere in the Dalelands. Her unexceptional surname could have belonged to one of a few thousand children in the area. What is known is that she suffered so badly in her childhood and adolescence that he gave her mind and soul over to the goddess of night and loss, Shar. As she rose in prominence in the Order of the Dark Moon, she was granted several enchanted pieces of equipment

GRAINSTONE BOOTS

+2 to Dexterity, Cast Spell: Haste 1 use/day

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Riala was given these boots upon achieving the Third Circle of Darkened Night, the first level of initiation considered to be above that of a mere student. Along with the gift came a task: Riala was to assassinate a high-ranking cleric of Selûne, who had been leading a rather troublesome crusade against Shar's worshippers in the region. The moon-goddess' priest was well-guarded, but endowed with the speed of these boots, Riala was able to slip past the ranks of bodyguards, strike a killing blow, and flee into the darkness before anyone was able to react.

GRAINSTONE BELT

+2 Enhancement Bonus to Strength, Damage Resistance Bludgeoning, Slashing, Piercing [5/-]

After her successful assassination of a Selûnite cleric, Riala Grainstone rose rapidly through the ranks of the Order of the Dark Moon. Within record time, she achieved the rank of Bringer of Night's Terrible Vengeance, an honorific bestowed only on those who risked life and limb to destroy enemies of the faith. Riala was justly famous among her order for targeting and eliminating not the highest-ranked members of rival churches, but those who were charismatic and spiritually powerful, who might some day pose a direct threat to the Church of Shar.

Unfortunately, her assassinations had the opposite effect intended: instead of throwing the enemies of the church into disarray, the series of high-profile murders galvanized the churches of Selûne, Lathander, and Kossuth into an unlikely alliance to root out and destroy the Sharran cult. Pressed into service as a front-line warrior, Riala was given this belt to help her survive the battlefield.

PRE-SELL: GRAINSTONE GLOVES

+4 Stunning Fist/day (even if the feat is not taken) On Hit Cast Spell: Daze [Level 1]

After a holy war between the Church of Shar and an alliance of the faiths of Kossuth, Lathander, and Selûne ended in an ambiguous stalemate (the Alliance of Light was too numerous to be eliminated, and the Order of the Dark Moon too insidious to be rooted out completely), Rialla Grainstone's assassinations were curtailed by the leaders of the Order. In quiet meditation and martial study, she achieved the rank of Master of the Dark Moon, the highest rank below that of the leadership of the Order.

Over the years following the legendary war of assassination, Rialla Grainstone became a sort of myth among the faithful of

Shar's enemies, particularly Selûne. Thought to have been killed during the war, her ghost was said to still stalk the worshippers of the moon goddess and snatch them away to Shar's dark realm. Her final fate is unrecorded, but the existence of several of her personal magic items outside the hands of the Order of the Dark Moon seems to suggest that she was unsuccessful in her final mission. Then again, maybe that's exactly what Rialla wants the world to think.

PALADIN SET

The equipment of Gram the Mouse belonged to a Tormish paladin named Gram Chandler. Small in size but possessed of a great heart, Gram was a young and valiant paladin who died to save the life of a traditional enemy of his church. Though his cloak and helm were enchanted by association with his holiness, the armor he wore in death was enchanted by a Red Wizard of Thay.

THE MANTLE OF GRAM THE MOUSE

Cloak of +2 Enhancement Bonus to Wisdom, +2 Enhancement Bonus to Charisma

In 926 DR, ranks of the fighting orders of Torm grew thin due to a number of factors. In the northern reaches of the Dalelands, there were few who upheld the principles of duty and honor. The small number of priests there had a small trickle of converts to the faith and even fewer paladin candidates. But, on his thirteenth birthday, a local boy named Gram Chandler was presented to the church of Torm in Voonlar with the hopes that he would join one of their fighting orders. At first, the priests dismissed the boy because they thought he could be no older than nine years old. To their shock, they learned that his size was simply dwarfish for his age.

The priests were hesitant to admit such a small boy into a fighting order, but the list of applicants was lean. They put his name in the ledger of boys bound for Damara for training. The recording priest noted, "Gram Chandler, blond boy, aged thirteen, small, likes cheese." The paladin who inducted Gram as an initiate gave him a green cloak to warm him on their long journey north. Gram promised, unbidden, to never lose it. Unknown to the skeptical paladin, the boy would wear the cloak for the rest of his life.

THE HELM OF GRAM THE MOUSE

Damage Resistance: Piercing [5/-]

Three years into his paladin training deep in the frozen land of Damara, the sixteen year-old Gram "the Mouse" found himself part of a patrol that was scouring the countryside for lost pilgrims that may have been slain by marauding orcish invaders. He had earned his nickname due to his small size and his insatiable appetite for cheese. Unfortunately, this epithet also biased many of the other candidates against him. He was not trusted with serious tasks, certainly not ones that required martial prowess.

To ensure that pilgrims were able to see their caravan, the group carried a bright green banner bearing the symbol of Torm on each side. When the caravan came under attack from orcs, the paladin leader shouted a command to Gram not to let the flag fall under any circumstances. Gram grabbed the flag and, moments later, the paladin who commanded him was shot dead by orcs. The other initiates charged forward toward the orcs and told Gram to get down, to find some cover. Gram refused, standing tall as arrows sailed around him. Inevitably, one of the orcish arrows hit Gram in the side of the head. He continued to remain upright, though the slow loss of blood eventually caused his footing to give way. The initiates believed Gram was dead, and returned to the temple for reinforcements.

Pilgrims found the caravan an hour later, long after the orcs had retreated from their positions. Gram was mostly frozen, upright but unconscious, still clutching the tilted flagstaff in his hands. When the Tormish paladins brought Gram back to the temple, his fellow candidates were chastised for abandoning him. Gram was given a heavy plate helmet to protect his head in future encounters.

PRE-SELL: THE ARMOR OF GRAM THE MOUSE

+2 to ACFull Plate Mail, Damage Resistance: Magical [5/-]

At the age of eighteen, a small young man from Voonlar named Gram Chandler was inducted into the ranks of the Damaran paladins of Torm. Nicknamed "the Mouse" by his fellow classmates for his small size and great love of cheese, Gram had become well-respected during his time as an initiate. However, when it came time to arm and armor the initiates as full paladins of the church, the embarrassed order found that it did not possess a suit small enough to fit Gram. The priests and paladins apologized to Gram and told him they would get a suit of armor made as quickly as possible. Though Gram's classmates snickered about it, Gram smiled and quietly went about his business.

A month later, a lone wounded rider approached the Tormish fortress and demanded to see whoever was in charge. Gram was far from in charge, but there were no paladins of rank present. The rider turned out to be a Thayan escort for a female Red Wizard who had been attacked by bugbears in the wilderness. The priests sneered at the rider when they learned of his nationality, but Gram told the escort it was his duty to protect travelers from aggression within Tormish territory. The priests tried to dissuade Gram from attempting to go after the Red Wizard, but Gram rebuked them and repeated to the escort that it would be his honor to mount a rescue effort.

Protected only by his helmet and the heavy hide demanded by the climate, Gram followed the escort to the bugbears cave. The escort's resolve faded and he fled back into the wilderness. Gram pressed on, killing four bugbears and wounding two more before he died within sight of the Red Wizard. Though the bugbears were by no means wiped out, the attack weakened and confused them enough that the Red Wizard was able to blast her way out of the cave system.

Later, she returned to Damara and approached the priests of the wilderness temple of Torm from which Gram came. When she learned about the selfless valiance of Gram, even her Thay-hardened heart was moved. She had a suit of armor constructed and enchanted for her small savior. It was built to the finest standards of quality, and it is said that the priests and paladins of Torm assembled at Gram's burial gasped in awe at its beauty. In later years, Gram was used as an example of devotion to duty for fledgling paladins. His revered tomb was looted by a fractured orcish army from Vaasa when the temple was destroyed in 1298 DR.

RANGER SET

The ranger unique item set consists of three items that, at one time, belonged to or were emotionally influenced by a woman named Ilum Lura. This beautiful niece of the Illefarn emperor barely used the items in the set, but the common thread of heartbreak joins them together and gives them power.

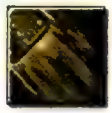
THE BREAST OF ILUM LURA

Chain Shirt +2, +2 to Spot and Listen

During the height of the first empire of Illefarn, the Order of the Sallow Leaf formed the rear guard of the emperor's traveling coterie. Though every member was exceptional in his or her martial prowess and loyalty to the empire, their fine senses were of particular value. Many enemies of Illefarn strove to lay low its emperor, and the guards of the ordr er were always ready to repel hostile assailants.

In -1223 DR, the head of the Order of the Sallow Leaf was a devoted warrior named Galan Whitesparrow. The threat to the emperor and his associates was especially fierce during this time, and the resources of the order were spread thin. Galan happened to be with a detachment of the order when the emperor's favorite niece, Ilum Lura, was attacked by assassins. Galan and his comrades saved the life of Ilum Lura at great personal cost. Ilum Lura personally thanked Galan for his efforts and the normally stoic ranger fell in love with her. Ilum's sense of social propriety prevented her from publicly reciprocating Galan's advances, but he accepted an elaborate metal pin from her. The leaf and berry pin was woven into his fine chain shirt, poised over his own heart.

Galan Whitesparrow died in the year -1215 DR, defending the imperial baggage on its passage through the Mere of Dead Men. His body was never recovered, nor were his arms and armor.



THE FAVOR OF ILUM LURA

Gloves of Dexterity +4

The city of Nivian in ancient Illefarn observed an annual custom in which the six districts of the city vied for possession of the statue of a local hero. The tradition dictated that each of the districts participate in a non-lethal grand melee. The last combatant standing claimed the prize for his or her district. Since civic chaos was not the desired effect, each district had a champion that fought for its citizens. Though not required, champions often enjoyed a large morale boost when they had the patronage of a noble family.

In -1239 DR, the champion of the Artisan's District was a man named Beloran. Beloran was a man seemingly possessed by his desire to win the championship for his district. He had tried to do so for six years and failed each time. Unbeknownst to the citizens of the city, Beloran's sole motivation for participating in the melee was to earn the favor of the emperor's niece. The beautiful woman, Ilum Lura, had always politely rejected Beloran's advances. After six years of misplaced civic pride, Ilum's father commanded his daughter to give Beloran a token of her favor. She reluctantly did so, giving him a pair of riding gloves that he wore pinned to the shoulder of his sword arm. To the surprise of everyone outside the family, Beloran fought more ferociously than he ever had before. He won the statue for the Artisan's District. As custom dictated, this also meant that he was to receive a kiss from the lady whose favor he had worn into battle. Ilum gave Beloran his kiss and immediately retreated to her family estate.

In the following months, an inflamed and confused Beloran tried in vain to kindle a relationship with the elusive Ilum. She eventually agreed to meet with him, but only told him that her heart belonged to another. Deranged with grief at this revelation, Beloran journeyed into the deepest forests of Illefarn and was never heard from again. Those who saw him leave Nivian said that he was still wearing Ilum's favor upon his shoulder.

PRE-SELL: THE HEART OF ILUM LURA

Ring, +2 Morale Bonus to Saving Throws

In the ancient Illefarn Empire, all members of the imperial family had a number of personal retainers. Though it was uncommon for distant relatives of the emperor to have an extensive network of servants, his beautiful niece, Ilum Lura, had over twenty. Her favorite servant was a woman named Ealana. Ealana was Ilum's constant companion and assistant no matter where the imperial niece traveled. Ealana comforted her in her most private of times and celebrated her every joy.

Unfortunately for both Ilum and Ealana, rumors about the

pair reached the ears of the emperor. To prevent the eruption of rumor into scandal, the emperor had Ealana removed from her position and assigned to his personal service. As a parting gift, Ilum gave Ealana a simple silver ring. Ealana wore the ring until her death hundreds of years later.

ROGUE SET

Listening to the tales of Balhoderie, his rise and fall, evokes little sympathy for the characters involved but often inspires those with a dark sense of humor. Balhoderie was a mean-spirited, tough-living pirate from Nelanther. He wasn't particularly appealing or kind, but his sheer force of personality and willingness to destroy anyone opposed to him helped cement his position as the undisputed captain of a small pirate fleet in the mid-14th century DR. All of the items in Balhoderie's set belonged to him at one time, but the contended ownership of two items led to the overarching drama of his tale.

BALHODERIE'S SOFTER SKIN

Leather +4, +3 to AC, Damage Resistance: Piercing [5/-]

The Nelanther Isles form a dangerous archipelago that sits to the west of the south edge of the Sword Coast. Its numerous tiny islands and reef hazards are bewildering and perilous to even the experienced pirates that scour its straits. Between 1358 and 1361 DR, the pirate ships Malediction, Waukeen's Eye, and Sarketa were under the command of Balhoderie, an older native of the islands. Balhoderie was known for his brutal tactics and his explosive rage over almost any insult. The ladies of the isles also knew him for his unpleasant odor and tough, scarred skin. When one lady commented that Balhoderie's armor was softer than the man's own hide, it became a joke among the crews of the various ships.

The joking ended in 1371 when Balhoderie killed the first mate of the Sarketa for refusing a suicidal assault on Amnian caravels. The crew of the Sarketa mutinied, eventually decapitating the tough old man and hurling his body to the sharks. Of course, the new captain of the Sarketa made sure to keep Balhoderie's valuable armor.

BALHODERIE'S CONSTANT HEARTH

Cloak of Resistance to Cold, Fire (5)

Balhoderie the Wrathful was a pirate captain in Nelanther in the mid-1300s DR. Though he was known for his great temper and brutality, he was rather sensitive when it came to physical discomfort from the elements. He was constantly commanding his underlings to add wood to his fires or open windows in his cabin. He was so annoyed by the inability of his crew to constantly maintain a perfect temperature around him that he hunted down a Stormlord of Talos and slew him for his cloak.

Though Balhoderie had some of his lady friends sew over the Talosian symbols on the cloak with bits of pirate flags, the brothers of the Stormlord never forgot Balhoderie's blasphemous plunder. By 1360, they had managed to install a youthful Stormlord on one of Balhoderie's three ships, the Sarketa. When the opportunity presented itself, the Stormlord roused the crew to mutiny. After Balhoderie had been overthrown, the Stormlord returned the cloak to the brotherhood and installed himself as the new commander of the dead pirate's fleet.

The Black Cloud Madion terrorized the southern Sword Coast for the next five years before he died in a bloody battle with heavily armed merchant ships just outside the port of Baldur's Gate.

PRE-SELL: BALHODERIE'S EELSKIN BOOTS

Boots, Haste

Due to their religious responsibilities, minions of Umberlee, are supposed to avoid personal entanglements with those who work the sea. Of course, even among those who follow dark gods, the pursuit of pleasure and emotional gratification often cause them to stray from their commandments. One priestess who strayed in such a fashion was Kalana Fisher. In 1357, she began a romance with the pirate captain Balhoderie. Though both were extremely flawed people with outrageous personalities and a complete lack of faithfulness, they had a strange mutual affection for each other. But while Balhoderie's great flaw was his mean temper, Kalana's was in holding grudges.

In 1366, Kalana tracked down the murderer of Balhoderie, a Talosian pirate captain named Madion. She planted information in Madion's spy network and anonymously offered him a tantalizing prize: three high-value merchant ships leaving the port of Baldur's Gate with few defenses. Low on money, Madion took the bait. He was slaughtered by the numerous guards that poured from the ships' holds. As Madion lay dying on the deck of the Malediction, the priestess pulled the boots from his feet, boots she had crafted for Balhoderie from the skin of giant eels. The merchant's guards stripped the rest of Madion's gear from his body before dumping him into the ocean.

As it had turned out, the merchant captain was a superstitious sort and had gone to the temple of Umberlee in Baldur's Gate for a divination. Without hesitation, the priestess Kalana had foretold a horrible attack outside the port. Not only did Kalana get her revenge, but the captain became a lifelong donator to the church of the Bitch Queen.

SORCERER SET

Asenath was a powerful sorceress raised in slavery by a Red Wizard of Thay from the School of Abjuration. Her father was a powerful sorcerer and her mother was a Rashemi witch. When her slave mistress' home was attacked, Asenath saw her mistress and her father killed by Red Wizards from the School of Conjuration. This attack awoke powers in Asenath and set her on a lifelong path of personal warfare against the Red Wizards. All of the items in this set were owned by Asenath at one time or another. They are linked by bonds of family, slavery, and revenge.

HEIRLOOM OF ASENATH

Ring of Concentration +4, Charisma +2

Very few Thayvian histories will ever mention that nation's great trouble with the slave woman Asenath. That the Red Wizards of Thay were challenged by a slave was embarrassing enough, but the fact that she was a sorcerer made her lifelong defiance even more problematic.

The wizards' first mistake was in enslaving a powerful sorcerer: Asenath's father, Nen. A Red Wizard had defeated Nen in an underhanded magical duel. The wizard crippled Nen's magical abilities and enslaved him for added humiliation. When another wizard killed Nen's master and took all of his slaves, there was no record that Nen had been a sorcerer. The new mistress bred Nen with another magical talent: a defeated Rashemi witch. The result was a seemingly unexceptional female child, but the mother died in childbirth.

The mistress named the child Asenath, and saw no harm in keeping the child in the household with her father. Asenath was a cleaning girl for the first dozen years of her life. Despite being a Red Wizard, her mistress was kind and allowed Asenath's father to visit her regularly.

In 1247 DR, the mistress was attacked by a large group of Red Wizards for political reasons. Fearing her slaves would be slaughtered, the mistress released all of their bonds, including the ones that held back Nen's magical abilities. Nen and the mistress fought valiantly against the attackers, but in the end they could not hold out. Asenath went to her dying father and from him received a carved bone ring.

Though most of the Red Wizard attackers had already left, a few apprentices lingered behind with thugs to "clean up" survivors. When they saw Asenath, they did not hesitate to attack her. Fortunately for Asenath, aided by the power of the ring and the magical powers inside her, was able to lay waste to her impetuous assailants. The battle was to be the beginning of a long war between Asenath and the Red Wizards of Thay.

SHACKLES OF ASENATH

Bracers of Armor +4, Strength +2

In her youth, the Thayan slave woman Asenath saw her father killed before her eyes. With the inherited gift of her parents' magical powers, she slew the lingering attackers who had destroyed the home of her slave mistress, a Red Wizard of Thay. Correctly fearing that a group of Red Wizards would eventually pursue her, Asenath broke the magical bonds that tethered her to the estate and ran into the forbidding mountains of Thay. Though the magical tethers had been broken, the shackles themselves would not break. In fact, they wouldn't even scratch.

Though Asenath's war against the Red Wizards of Thay lasted years, the powerful sorceress' academic understanding of magic never developed much. It was not until after her dramatic death at the foot of Thaymount that wizards learned that Asenath's shackles had been enchanted by her Red Wizard slave mistress. In fact, the slave mistress had always suspected that Asenath held latent abilities of great potency and intended to use her in a protracted war to wear down the Red Wizards' School of Conjuration. Though the slave mistress died before she could enact her plan, the conjurers lost hundreds of lives in the process of tracking down Asenath. Through pure luck, the slave mistress' goal had been achieved and her allies, the School of Abjuration, rose in power.

PRE-SELL: VENGEANCE OF ASENATH

Keen, Enhancement Bonus +2, On Hit: Mordenkainen's Disjunction [DC=20] [Piercing]

At the height of her lifelong war against the Red Wizards of Thay, the slave-sorceress Asenath found herself mourning the loss of her lover, a masterless Rashemi barbarian who had been cut down by minions of the Thayvian School of Conjuration. The Red Wizards had hoped the loss would weaken her, but it only strengthened her resolve. She had seen her father and lover killed by the relentless Thayans, and she swore she would destroy them before they could harm someone else close to her.

Asenath picked up the spear of a Thayan guard and washed it in the blood of her dead Rashemi lover. To the god Assuran, she swore eternal hostility against the forces of Thay and all who supported them. A bolt of lightning shot from the heavens and struck the spear in Asenath's hands. Though the pain of the stroke was intense, Asenath's focus was more powerful still. Another bolt tore from the heavens, more powerful than the first, and struck the spear again. The energy almost knocked Asenath from her feet, but she maintained her grip and her resolve. The third bolt shot from the sky and launched Asenath down the mountainside. When the peals of thunder faded from the clouds, Asenath rose, broken and bloody, with the smoking spear in her hands.

To this day, the power of Asenath's spellcasting ability is muttered by the Red Wizards of Thay, but the bite of her deadly spear still sends shivers down the spines of most conjurers..

WARLOCK SET

Sholsarrath the warlock was a kobold infernalist who stumbled into a demonic pact quite beyond the scope of anything he was prepared for.

FINGER OF THE LAME KOBOLD

Ring of Regeneration +3

Sholsarrath was the name of a shaman of the Skulking Dragon kobold tribe that once dwelt in the Nether Mountains. In most kobold tribes, the shaman is accorded great respect and more than a little fear, as they are thought to channel the power of the race's dragon ancestors. Sholsarrath, however, was an especially stupid and weak-willed kobold, and the tribe's war-leader simply bullied Sholsarrath into declaring that the dragon-gods had proclaimed whatever decree the chief wanted them to decree. Fed up and sickened by the chief's lack of respect, Sholsarrath resolved to have his revenge. The puny shaman made a great sacrifice to Kurtulmak, god of all kobolds, and to his amazement, the god deigned to send a demonic messenger to bargain with the kobold. The demon—a lesser imp known to the mages of the Realms as Yargulbuzul, offered Sholsarrath vast and terrible power—at a price. Sholsarrath gave up his right first finger, which the demon twisted into a ring.

When the chief came to Sholsarrath later that night and ordered the shaman to announce that the gods had proclaimed that each family of the tribe should give unto him its fairest daughter as a wife, the shaman refused. The enraged chief clubbed Sholsarrath to the floor, but to his shock the shaman rose immediately, his wounds already healing. Filled with terror at this manifestation of divine might, the chief fell to his knees and begged forgiveness. Sholsarrath acceded—on the condition that the chief proclaim that the fairest daughter of every family be given to the shaman as a bride.

FOOT OF THE LAME KOBOLD

Amulet of magic missile 5 uses/day

After making an infernal pact that cost him a finger, but gave him rulership over his tribe, the kobold warlock Sholsarrath thought he was on top of the world. He had the chief eating out of the palm of his hand, the fairest daughter of every family in the tribe as a wife, and all the food and treasure a kobold could ask for. Unfortunately, Sholsarrath's style of "rulership" was geared more toward immediate personal gratification than the greater good of the tribe, and eventually there was talk of revolution. Even if the shaman had the power to regenerate wounds, surely if enough axes were applied with enough vigor that problem could be solved.

Locked in his sanctum while the revolutionaries outside bayed for his carcass, Sholsarrath once again summoned the demon Yargulbuzul. The imp again promised aid, but said that this time the price would be higher—namely, a foot (precisely why this imp had a predilection for the anatomy of the common kobold remains a mystery to sages across the Realms). Desperate to avoid the fate of so many hedonistic monarchs, Sholsarrath agreed. The demon chopped off his left foot and hung it from a string, fashioning a crude amulet which was given to the shaman. Thus armed, Sholsarrath threw open the door to his sanctum and assaulted the would-be revolutionaries, his terrible, dessicated foot spitting arcane power from each clawed toe. The conspirators were terrified, and the revolution quickly died along with its leaders.

PRE-SELL: HEAD OF THE LAME KOBOLD

Helm of cause fear 3 uses/day, +2 Cha, -2 Int

After narrowly avoiding a grisly death in an attempted coup, the kobold warlock Sholsarrath the Lame (so named because he traded his finger and his foot to a demon for his power) resolved to do a better job keeping his tribe content and well-fed. To the kobold way of thinking, that meant raids on the local farmsteads. Lots of raids on the local farmsteads. With the old chief's aid, Sholsarrath whipped the Skulking Dragon tribe into a well-honed fighting machine and set about their plunder. The tribe quickly became feared and reviled throughout the nearby communities—so much so that a band of adventurers passing through the region resolved to end the kobold menace. Five heroes rode out from the village of Houndstown, and in short order they found tracks leading to the kobold camp.

The warriors of the Skulking Dragon might have been a nightmare plague to the homesteaders in the region, but against a well-trained adventuring band, they were little more than pests. As his finest warriors were slaughtered by the bucket-load, Sholsarrath called upon the demon Yargulbuzul one last time and demanded to be carried away from disaster. The imp made a great show of explaining how difficult that would be, but he demanded a final price, greater than any he had asked before. Sholsarrath agreed frantically, and Yargulbuzul said that he required the warlock's head. Never the brightest kobold in the world, Sholsarrath agreed, and just as the adventurers burst into the shaman's sanctum, they were treated to the peculiar sight of the imp lopping off the kobold shaman's head and laughing as he carried Sholsarrath's soul off to the Abyss.

WIZARD SET

Anagrys Brightbrass was a proud and skilled gold dwarf wizard who gave her life fighting the aberrations of the Great Rift.

ANAGRYS' MINDMAZE

Helm of +2 to Intelligence, Immunity: Mind Affecting Spells

Anagrys Brightbrass was a talented gold dwarf wizard who hailed

from the Great Rift, far to the south of Neverwinter. Although the folk of the North might be surprised by the idea of a dwarven wizard, the gold dwarves lack the suspicion of magic commonly held by shield dwarves. From an early age, Anagrys showed an aptitude for magic, and when she came of age at 50, her family enrolled her in the Academy Arcane deep within the Rift.

Anagrys studied sorcery under the tutelage of the archmage Randak Forn, a former adventurer who had spent much of his life making war on the aberrations that dwelt around the Great Rift. When Anagrys completed her studies, her teacher gave her this helmet, which he had worn while adventuring in the Underdark. Randak hoped to encourage his pupil to take up his crusade where he himself had left off; Anagrys did not disappoint him.

ANAGRYS' SHACKLE BREAKER

Ring of break enchantment, Cast Spell Greater Dispelling 3 uses/day

After completing her training, the dwarven wizard Anagrys Brightbrass joined up with a team of several other gold dwarf adventurers to hunt down and destroy the mind flayers and other aberrations that lurked in the Underdark around the Great Rift. Their initial raids against duergar slaving operations and beholder cults were successful, and resulted in the liberation of many enslaved dwarves and humans. The group's first encounter with illithids was less successful; although Anagrys had her Mindmaze helm that rendered her immune to the mind flayer's mental domination, her companions were not so protected and the adventurers found themselves suddenly turned one against the other.

Once the dominated adventurers were either freed from the illithid's psionic control (or pummeled into unconsciousness), the group limped back to the Great Rift, humbled but determined to make better preparations for their next expedition. Anagrys forged this ring to ensure that history would not repeat itself.

PRE-SELL: ANAGRYS' SLAVE-COLLAR

Necklace, 1 extra wizard spell slot of levels 1-3

Amarys Brightbrass and her companions enjoyed a long and successful career hunting the monstrous aberrations that dwelt in the regions around the Great Rift. With Amarys' magic and her allies' combat prowess, the Great Rift was made safer for the gold dwarves and their human neighbors. Even the best adventurers eventually run out of luck, though, and so it was with Amarys and her companions. The group tracked a raiding party back to its lair and what they believed to be its illithid master. What they didn't realize until far too late was that the raiding party's master was actually an alhoon, a terrifyingly powerful undead mind flayer far more potent than they had expected. Outmatched, the adventurers were stunned and devoured one by one—all except for Amarys.Perhaps because of her arcane prowess, Amarys was captured and sold to a duergar slave master, who brought her in a large caravan to the Northdark. Amarys was bought at auction by a drow wizard from Ched Nasad, who forced her to expend her magic and, ultimately, her very soul in the crafting of magic items. Amarys died just a few years after being taken, but according to legend, at least some small portion of her soul passed into the slave collar that had been the symbol of her wretched existence for the last years of her life.

Unique Weapons

BASTARD SWORD

- Grimstone Blade (+2 Mighty Critical [2d6 bludgeoning])
- Hallowed Redeemer (+3, +2d6 damage vs. undead)
- Pre-sell: Acandar (+3 shocking, call lightning 1/day)

BATTLEAXE

- Ha'Ra'Kor (+2 vampiric, inflict serious wounds 1/day)
- Goblinsplitter (+2 goblinoid bane)
- Pre-sell: Alrec (+3 flaming, dominate monster 1/day)

CLUB

- Old Bones (+2 vampiric, slay living 1/day)
- Churchman's cudgel (+2, 1 extra 1st-level cleric spell/day)
- Pre-sell: Gaharu (+2, +4 Str bonus)

DAGGER

- Needles (+3, massive criticals +1d6)
- The Left Hand (+2, +4 Parry skill, +1 AC)
- Pre-sell: The Slow Blade (+3 poison)

DWARVEN WARAXE

- Clangeddin's Beard (+2 keen, mighty critical [+1d6 slashing)
- Kharash-Dur (+2 flaming)
- Pre-sell: Mithral Mirror (+3 mithral, SR 15)

GREATAXE

- Chuk (+2 massive criticals [2d8, slashing]
- Black Stag Axe (+3, cure serious wounds 1/day)
- Pre-sell: Axe of the Surly Woodsman (+2 keen, barbarian rage 1/day)

GREATSWORD

- Blindstriker (+2 holy, Blind-Fight feat)
- Vile Drinker (+3, vampiric, death knell 1/day)
- Pre-sell: Tempest-Caller (+2, darksteel, chain lightning 1/day, -2 Con)

FALCHION

- Headsman (+3 vorpal)
- Storm of the Steppes (+2 shocking, call lightning 1/day)
- Pre-sell: The Bloody Hand (+1 vampiric, wounding)

HALBERD

- Waves Along the Shore (+3 keen, Knockdown feat)

- Longcutter (+2, enlarge 3/day)
- Pre-sell: Hedge Trimmer (+2 frost, Great Cleave feat)

HANDAXE
- Ice Axe (+2 frost, ray of frost at will)
- Little Death (+3 vampiric, ray of enfeeblement 1/day)
- Pre-sell: Vendetta (+3 human bane, Two-Weapon Fighting feat)

HEAVY CROSSBOW
- Longshot (+3, +1 luck bonus to AC, saves)
- Plate-Piercer (+2 keen, massive criticals (+1d8 piercing)
- Pre-sell: Locust Crossbow (+2, poison)

KAMA
- Peasant Blade (+2, +2 Constitution bonus)
- Balance In All Things (+2 anarchic axiomatic)
- Pre-sell: Honor's Edge (+3 keen, lawful only, order's wrath 1/day)

KATANA
- Shishi-O (+2 keen, summon monster V 1/day)
- Dragon's Blood (+2 flaming, fire resistance 10)
- Pre-sell: Falling Thunder Storm (+1, shock, sonic)

KUKRI
- Talon Blade (+2, extra damage +1d6 piercing)
- Devil's Right Hand (+3 flaming, evil only)
- Pre-sell: Gutspiller (+3, extra sneak attack +2d6)

LIGHT CROSSBOW
- Swift Flier (+2 speed)
- True Crossbow (+2 holy)
- Pre-sell: Hammer & Nails (+2, massive criticals +1d6 bludgeoning)

LIGHT FLAIL
- Kossuth's Hand (+3 flaming, fire resistance 10)
- Starbright (+2 chaotic bane, evil bane, usable by LG only)
- Pre-sell: Lichbreaker (+2 undead slaying, cold resistance 10)

LIGHT HAMMER
- Tapper (+3, knock at will)
- Nagendra (+2 sonic)
- Pre-sell: Thunderer (+2 shock, deafness on hit)

LONGBOW
- Coldheart (+2 keen icy burst)
- Bow of the Black Archer (+2 elf bane)
- Pre-sell: Falling star (+2 flaming)

LONGSWORD
- Sword of Wrathraven, (+2 freezing)
- Arn Kerym (mithral +2 keen shock)
- Pre-sell: The Dark Blade (Darksteel +2 massive criticals [1d8 shock])

MACE
- Orccrusher (+2 orc bane)
- Pharaoh's Mace (+2 disruption, Extra Turning feat)
- Pre-sell: St. Sollars' Mace (+2, +10 bonus hit points, extra 1st-level cleric or paladin spell)

MORNINGSTAR
- The Good Day (+2 wounding)
- The Sun's Rays (+2 flaming)
- Pre-sell: Bone Breaker (+3, Knockdown feat)

QUARTERSTAFF
- Monk's Friend (+2, +4 Wisdom)
- Mage Shield (+1 defending, +1 1st-level Wizard spell)
- Pre-sell: Old Hickory (+3, entangle 1/day)

RAPIER
- Needles (+3 keen)
- Alacrity (+2, +2 Intelligence, Improved Initiative)
- Pre-sell: Stirge (+2 vampiric)

SCIMITAR
- Sun From the West (+2 flaming, flame strike 1/day)
- Silk and Iron (+3, Great Cleave feat)
- Pre-sell: Dervish Blade (+2 keen, Whirlwind Attack)

SCYTHE
- Caput Mortuum (+2 keen, death knell 3/day)
- Verdant Crescent (+2 poison, spike growth 3/day)
- Pre-sell: The Mower (+2 massive criticals [1d8 slashing], Cleave feat)

SHORTBOW
- Horseman's Bow (+3, Toughness feat)
- White Dragon Bow (+2 freezing)
- Pre-sell: The Dove (+3, charm monster 2/day, charm person 2/day)

SHORTSWORD
- Feybane (Cold iron, +3, fey bane)
- Arvoreniad (+3, cure moderate wounds 5/day)
- Pre-sell: Gladius (+2 keen, wounding)

SICKLE
- Golden Sickle (+2 nflaming)
- Crescent Moon (Silver, +3, +2d6 vs. shapeshifters)
- Pre-sell: Athame (+2, +1 druid spell levels 1-3)

SLING
- Gruumsh's Other Eye (+2, massive criticals [2d6 bludgeoning])
- Whistling Sling (+2 sonic)
- Pre-sell: Giant Feller (+2 giant bane)

SPEAR
- Huntsman's Spear (+2 hunting)
- Spear of Death (+2, slay living 1/day)
- Pre-sell: Gungne (+3 shock)

WARHAMMER
- Might Makes Right (Adamantine, +2, +2 Str)
- Hammer of Marish (+2 sonic, armor of faith 3/day)
- Pre-sell: Mockery of Mail (+2 mighty criticals [2d8, bludgeoning])

WARMACE
- Bruiser (+3 stunning)
- Iron Helm, Iron Boot (+3 keen, immunity: knockdown)
- Pre-sell: Wolfsbane (+3, summon creature III 1/day)

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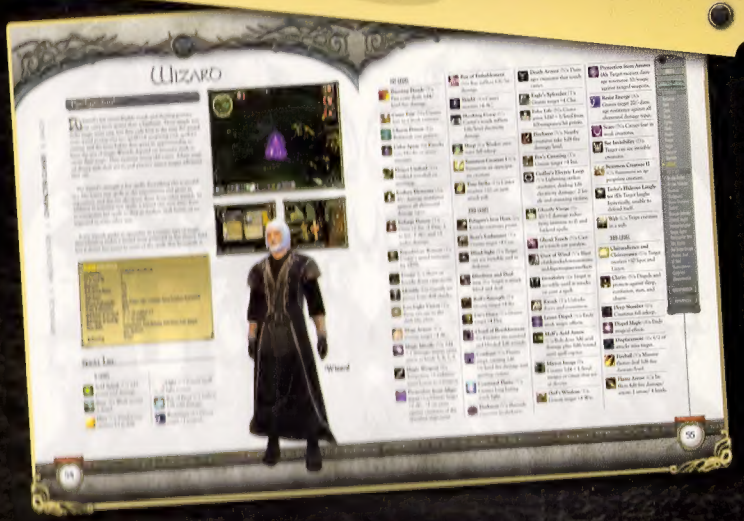

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